

PRIMA'S OFFICIAL STRATEGY GUIDE

WARHAMMER
40,000

FIRE WARRIOR™

21
DETAILED
MAPS



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FIRE WARRIOR™

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Acknowledgments:

Prima Games would like to thank David Millard, Benoit Macon, Jacqueline Farrow, Stephen Stanyon, James Brooksby, Owain Catton, Adonis Stevenson, Etienne Jabbour, Mark Davies, Griff Jenkins, Andrew Seyerhelm, and Stephen Hawes of KUJU and Jeremy Miller of THQ for their tireless work and dedication, making this guide possible.

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ISBN: 0-7615-4335-X

Library of Congress Catalog Card Number: 2003108371

CONTENTS

Introduction and Gameplay	2
Welcome to the 41st	
Millennium	9
Basic Training	9
The Drop	12
The Push	17
Watch Towers	23
The Cells	29
Deep Level	33
Unwelcome Guests	38
The Invaders	43
System Shutdown	48
Diversion	54
Clear the Decks	60
Power House	65
Distant Eyes	72
No Rest for the Wicked	77
Silence the Guns	82
Last Chance	88
City in Tatters	94
Titanic	99
Descent	105
Convergence	111
The Face of Chaos	117
Weapons and Items	122
Characters	132
Multiplayer	138

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

INTRODUCTION AND GAMEPLAY

The *Warhammer 40,000* universe is rich with fantastic aliens, ancient cultures, wondrous technology, and dark secrets. It is also gripped in epic warfare. The future is dark and full of terror, but there are those heroes who struggle mightily to make the galaxy a better place. You are one such hero, a warrior from an alien race called the Tau. Your way of life is being threatened by the tyrants of the human Imperium, and you must fight back. But the humans will not go gently.



START A GAME

Warhammer 40,000: Fire Warrior is an action game set in a rich sci-fi universe. It offers a compelling single-player game as well as exciting multiplayer action.



When you first load *Warhammer 40,000: Fire Warrior*, an opening cinematic reveals the mighty Imperium and its discovery of the advanced Tau race. Then the main menu appears. From here, you can choose single-player game, multiplayer game, options, or extras.

STARTING A SINGLE-PLAYER GAME



When you select a single-player game you first choose the difficulty level: easy, normal, or hard. Initially, hard is grayed out and unavailable. You must defeat the game on normal difficulty to unlock hard mode.

Once you select a difficulty, you see three choices: new game, continue game, and level select. New game and continue game are self-explanatory. Level select lets you replay any level you have completed. You can do this for fun or to improve your grade in each level.

NOTE

If you select new game after already starting a game, your previous game's progress will be wiped out. Make sure you want to start a new game.

STARTING A MULTIPLAYER GAME

In the multiplayer game, you must choose whether you want to play a game over the Internet or play a split-screen game. You then choose a game type—deathmatch, team deathmatch, or capture the flag—and the map.

OPTIONS

You select options to customize your *Fire Warrior Warhammer 40,000* experience. You can change audio and video options, configure your controls, create different profiles so multiple users can save their own configurations, and turn on subtitles in the movies and games.

EXTRAS

The extras menu is where you come to see what you've unlocked in the game. The following menu choices are in the extras screen: movie theater, image bank, and cheats.

MOVIE THEATER

Once you have progressed far enough to trigger a new movie, it becomes available for viewing in the movie theater. Any time you wish to watch a cinematic again without playing through the game, come here and select the movie you want to view.

IMAGE BANK



Every time you complete a level, you get graded. You gain a grade of A, B, C, or no rank. When you get an A for a level in normal mode, you open up one of the 21 images in the image bank. There is a normal image bank and a hard image bank. By getting As in all levels in both difficulty modes, you can view special art, including early concept sketches of characters and weapons in *Warhammer 40,000: Fire Warrior*.

INTRODUCTION AND GAMEPLAY

CHEAT CODES

The extras menu includes five cheats. Beating the game in hard difficulty mode unlocks them.



LEFT-HAND WEAPON

You can select a permanent weapon for your left hand. In the single-player campaign, this weapon is usually a specific Tau weapon. But you can select any of the game's weapons to be your permanent sidearm.

EMPEROR'S SHIELD

When you toggle this cheat on, your shield never depletes.

EMPEROR'S SEAL

With this cheat on, you are much harder to hurt. You suffer only a fraction of the damage from even the strongest weapons. A single Missile, which will kill you without cheats, will only do half damage. Weaker weapons, like a Chaos Raptor's claw attacks, will never damage you.

EMPEROR'S MUNITIONS

This cheat gives have infinite ammunition. Although your ammo counter might not reflect it, you will never run out of ammunition.

EMPEROR'S WRATH

When on, this cheat gives you unlimited grenades. You can throw grenades as often as you want and they will never be deducted from your grenade count.

CONTROLLING YOUR CHARACTER

Before you can get truly comfortable with the action, you have to familiarize yourself with the controls.

NOTE

THIS GUIDE USES THE PS2 DEFAULT CONTROLLER LAYOUT. IF YOU HAVE MODIFIED YOUR CONTROLS OR ARE PLAYING THE PC VERSION, USE THE APPLICABLE CONTROLS.

The images on your screen include icons established by your visor and your onboard Tau computer. They show you the status of your health, shields, weapons, ammunition, and other systems.



HEALTH

This is your life bar. When it reaches zero, you die. It turns red and flashes when your health dips below 50 percent. At that point, you are in danger of dying and should acquire a medikit as soon as possible. Medikits are the only way of restoring your health.

SHIELD

Your Tau battlesuit is equipped with a personal force field that shields you from most damage. Certain attacks can bypass your shield, but normally, your shield must be brought down before your health is affected. Once your shield is damaged, it regenerates, although it takes a few seconds for it to reach maximum strength again. Pause for several seconds in between battles to give your shield a chance to regenerate.

AIMING CIRCLE

The two circles in the middle of your screen are your aiming circle. Your guns fire at the aiming circle, so to hit an enemy, line your circle up over your target. Certain weapons are more accurate than others and will usually hit the center of your aiming circle. Inaccurate weapons will hit the general area in and around your circle. If you have auto-aim on from the options menu under controls, the inner circle narrows and turns red if your aiming circle lands squarely on a target, indicating that you have a good shot at it.

WEAPONS

This area of your display shows the weapon you have equipped. The smaller weapon icon underneath it indicates your second weapon. Although there are more than 15 weapons, you can only carry two at a time. You often have to make choices about which two weapons will help you fulfill your mission objective best. When you switch weapons, your second weapon moves to your equipped slot, and your other weapon moves down to the smaller stowed slot. Switch weapons by pressing □.

NOTE

YOU HAVE A SWORD FOR THOSE RARE OCCASIONS WHEN YOU HAVE NO AMMUNITION FOR ANY OF YOUR WEAPONS AND YOU NEED TO FIGHT AN ENEMY. YOU DRAW YOUR SWORD BY PRESSING LEFT ON THE D-PAD. TO SHEATH YOUR SWORD AND DRAW A FIREARM, PRESS ▀.

AMMUNITION

Ammunition is displayed for your currently equipped weapon only. The first number refers to the number of rounds in your weapon clip, while the second number indicates your remaining ammo count. When your clip runs out of ammunition, you automatically reload your weapon, drawing from your remaining ammo count and restoring your clip to maximum size. You can also reload manually by pressing ●.

GRENADES

You can also carry up to eight grenades. Your grenade count is shown underneath your two weapons. To throw them, press ▲.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

Lowlight Vision



Your visor is equipped with a lowlight vision system. In dark areas, turning this on shows all living creatures as black images on a green background. You turn on lowlight vision by pressing **SELECT**. When you do so, a status bar appears on the right side of your screen, showing how much battery power is left in your lowlight system. Lowlight vision only lasts for a few seconds before it burns out and has to recharge.

PRIMARY AND SECONDARY FIRE



Certain weapons have more than one firing mode. To fire a weapon, press **R1**. If a weapon has a secondary fire mode, you use it by pressing **R2**. Certain weapons with a zoomed-in sniper mode, such as the sniper rifle and rail rifle, enter that mode when you press **R2**.

NOTE

WHEN IN SNIPER MODE, YOU ZOOM IN BY PRESSING ▲ AND ZOOM OUT BY PRESSING X.

CAMPAIGN DETAILS

Warhammer 40,000: Fire Warrior has a gripping campaign with an exciting story and challenging missions. It is split into 20 missions, not including the optional training mission.

Mission Briefings



Before every mission, while the level is loading, you get a brief communication from your field commander at the bottom of your screen. It usually tells you a little something about your mission.



When loading is complete, a mission briefing screen tells you what your current mission is and lists any known mission objectives.



TIP



IF AT ANY TIME YOU WANT TO BE REMINDED OF YOUR MISSION OBJECTIVES, HIT **START** TO DISPLAY THEM IN THE MIDDLE OF THE SCREEN.

OBJECTIVE ARROW AND DISTANCE METER



Sometimes when you are given a mission objective, you are also pointed in that direction for easy navigation to your goal. In those cases, a green arrow appears on your screen, pointing in the direction of the mission objective. If you are lined up with the objective, you also see a green number indicating how far away in feet you are from your target. Use the objective arrow and distance meter to guide you to your next goal.

NOTE

A RED WAYPOINT MARKER INDICATES BOMB PLACEMENT AND GREEN REPRESENTS WHERE TO GO.

SECRET OBJECTIVE

Every mission also has a secret objective not displayed on your mission briefing or when you press **START**. You only realize you had a secret objective when you complete it and a message pops up saying you have fulfilled your secret task. Each level walkthrough in chapter 2 lists its secret objective and how to achieve it.

INTRODUCTION AND GAMEPLAY

CHECKPOINTS



The levels can be huge. Your progress is measured by checkpoints. When you die during a mission, you restart at the latest checkpoint passed instead of at the beginning of the level. A pop-up message tells you that you have reached a checkpoint when it occurs in the mission. If you restart a level or quit to the main menu and return, you will not start at your last checkpoint but at the beginning of the level again.

DOORS AND KEYS



Many doors and gates are locked. Some of them can be opened simply by pressing a button or flipping a switch next to them. Move close to the switch or button and press X to activate it. Only rarely will a button for a door not be located by that door.



Other times, you must find a key to open a door. Doors that can only be unlocked by a key are barred off with colored energy. The key to open that door is that color. Keys are most often found on enemy units guarding the door.

PICKING UP ITEMS



Lots of weapons, medikits, and grenades lie around the levels. You pick up medikits and grenades by walking over them. If you step over a weapon you already have in your equipped or stowed slot, you add that weapon as ammunition. But if you step over a weapon you do not have, you can pick it up by pressing □. In the single-player campaign, one of your weapons is permanent and cannot be dropped. It is always a Tau weapon, but it changes by level. But your nonpermanent weapon will be dropped if you pick up a different weapon.

YOUR FELLOW TAU WARRIORS



On some levels, you see other Tau Fire Warriors. They are allies controlled by the computer and will fight and move on their own. They are not as skilled or tough as you, but they can sometimes help attack enemies or draw fire away from you.

NOTE

You CAN HURT YOUR FELLOW TAU, SO DON'T GO THROWING GRENADES NEAR THEM. BUT THERE IS NO PENALTY IF YOU DO INDISCRIMINATELY BLOW UP YOUR FRIENDS.

Boss Fights

Some levels end with a boss fight. You must battle a powerful and often unique creature or vehicle before you can complete the mission. These battles are extremely difficult and will tax even the greatest of players. In most cases, there is a checkpoint just before confronting the boss so that if you die, you don't have to replay the majority of the mission just to get back to the boss.

MISSION DEBRIEFING



At the end of each mission you view a mission debriefing screen. Your progress is detailed and your grade is assigned. Depending on how well you did, you could receive a grade of A, B, C, or no rank. The mission debriefing shows how long you took to complete the number, how many kills you made, how many shots you fired and how many hit, your accuracy as a percentage, and whether you completed the secret objective or not.

NOTE

YOU WON'T RECEIVE A GRADE IF YOU'RE PLAYING EASY MODE.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

GRADES



You can always replay a level at the level select screen under single-player after you select the difficulty. Your grade depends on the time you took, your kills, your accuracy, and your secret task. When you select a level, you see your current grade and result in category. To the left a blue number describes what you need to get to achieve the next highest grade. Getting higher grades can unlock special features in the extras menu. You are not graded in easy mode.

GENERAL TIPS

Surviving the blazing firefights of *Warhammer 40,000: Fire Warrior* is no small task. You need nerves of steel, a sharp eye, and fast reflexes. You also need a brain, preferably one that can think tactically under pressure. Keep the following tips in mind when engaging the enemy. They might just save your life.

IMPROVE YOUR ACCURACY

Being an accurate shot is the surest way to survive a firefight and come out on top. But sometimes, having a steady hand just isn't enough. Some weapons are inherently shakier than others, and you must resort to some techniques to get the best shot off during intense action.



CRUCHING IMPROVES ACCURACY



When crouching, your aim improves whatever weapon you are using. Crouch behind protective terrain for increased accuracy and better defense. Crouching behind obstacles not only gives you extra protection but also improves your chances of hitting your target.

LEAD YOUR TARGET



Leading your target is the best way to take down moving enemies. Don't shoot where the enemy is. Shoot where he is going. Aim a few feet in front of where an enemy is moving and then squeeze the trigger a split second before he reaches the spot so you score a direct hit as he walks past your aim spot.



WHERE YOU SHOOT MATTERS



No matter whether your opponent is moving or stationary, where you hit him matters a great deal. If you are just learning how to play, aim for the torso because it is obviously the biggest target on your enemy. But as your aim improves, your scope should gravitate toward the head. A single, clean head shot will kill many weaker enemies, and even the toughest foes can only suffer a few head wounds before falling. But these same enemies can survive a lot of gunshots to the torso before they fall dead. So if at all possible, aim for the head.

GRENADES CAN SAVE THE DAY



While your sidearm is your weapon of choice, don't forget to use your grenades if necessary. You can carry only eight grenades at a time, so you can't have too many on you, but even one can turn the tide of battle. Tough enemies, like the Imperial Guard Sergeant or Storm Trooper Sergeant, can be killed with one direct hit by a grenade. And because the grenade explodes and produces a sizable blast radius, it can take out several enemies if they are clustered together.

INTRODUCTION AND GAMEPLAY

Grenades that hit a target explode on contact, but if they don't hit a target, they bounce around and detonate after a short delay. Obviously, even when chucking a grenade with a large blast radius, it pays to throw it with accuracy.



Although lobbing a grenade by hand works, when you acquire the Tau Pulse Carbine, equip it every time you want to throw grenade because you will launch the grenade with the Carbine instead of your hand when you press ▲. When you use your Carbine to shoot a grenade, it has greater range, accuracy, and impact.

USE THE TERRAIN

A smart Fire Warrior surveys his environment when entering hostile territory and uses the terrain to his advantage.



Use heavy objects and large debris as cover. Instead of reloading your weapon in the open, do so while hiding behind obstacles so you aren't vulnerable. Duck behind crates during firefights, using the cover to deflect enemy fire. Then, when your enemy is reloading, pop up and finish him off.



Look for combustible barrels on the maps. Wait until an enemy walks by and then unload on the barrel. It will explode and take out any nearby hostiles in the surrounding blast.

USE YOUR EYES

Aside from looking for terrain advantages, always keep your eyes moving so you can spot enemy snipers. The enemy won't always be on a flat plain right in front of you. Some might be camping above you on beams or behind you on hills.



Always remember that the game of *Warhammer 40,000: Fire Warrior* simulates a true 3D environment, so your enemy could be anywhere around you, including above, behind, or on the sides of you. A favorite hiding space of enemies is on catwalks and beams above ground level, so keep your eyes peeled for hostile targets.

SMART RELOADING

Watch your ammo count constantly. Don't let your ammo dip below 50 percent if you can help it. Anytime there is a lull in combat and you have anything less than a full clip in your gun, stop and reload. The worst time to have to reload is in the middle of a gunfight. This usually happens if you stumble into a battle at less than full ammo. Always try to have a full clip whenever you think you might be engaging hostiles. And after the battle, always reload your weapon, even if you still have some ammo left in the clip.



If you do run out of ammo in the middle of a fight, switch weapons. Switching to your other weapon is much faster than reloading your current firearm. That way you won't have a huge pause during which you're defenseless. When the battle is over, reload both your weapons and switch back to your favorite one.

CIRCLE-STRAFING

The best players know that a stationary target is a dead target. Move around and you make yourself much harder to hit. So when fighting, move side to side. Make sure you maintain control of right analog stick to keep your target in your crossfire while moving.

Once you've gotten the hang of moving while shooting, try to learn to circle-strafe. This complex maneuver involves running in a circle around your target while targeting your foe at all times. So while you're running circles around him, you're also strafing him. This deadly move is extremely hard to counter, unless your enemy is also good at circle-strafing.

SIDE-STRAFING

Side-strafing follows the same principle as circle-strafing, but instead of running rings around an opponent, you step side to side in front of them to avoid their attacks while shooting back. Side-strafing is much easier to accomplish than circle-strafing, as you do not have to move your view. Instead, you just move left and right, without having to move the right stick, firing your weapon whenever you line up with your target while side-stepping.

RECOVER THAT SHIELD

If you are under heavy fire and you see your shield getting burned to nothing, duck for cover and wait while your shield recovers. It always regenerates, unlike health, so don't rush into battle when your shield is low or nonexistent. Just wait until it goes back to full strength and then charge back into battle.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

PROPER MEDIKIT MANAGEMENT



Medikits are literally life-savers. Make sure you know the difference between the regular green medikits and the better red medikits. Learn to recognize them quickly. In general, save the red medikits and use the green ones first. Red medikits restore 75 percent of your health, and green medikits restore 25 percent.

Especially in boss fights, proper medikit management can save your life. If you know that you will be fighting a boss near some medikits, try to position yourself next to a medikit so you don't have to walk around the boss or travel too far to get it.

A WEAPON FOR EVERY OCCASION

Don't be afraid to experiment with weapons. No weapon is perfect. And no weapon is ideal for every occasion. Use what works best for the given situation and don't force yourself to use a weapon just because it's what you have in hand at the moment. Energy weapons like the Meltagun and Plasma Gun are better against Imperial Tech-Priests than projectile weapons like Bolters. So switch to energy weapons when you see one. But slow plasma weapons aren't good against swift-moving Chaos Raptors, so switch to a fast rapid-fire weapon like the Burst Cannon.

It is usually a good idea to carry two types of weapons with you at a time. Don't have two weapons that do the same thing. Instead of having two rapid-fire weapons like the Autogun and Pulse Carbine, carry a rapid-fire weapon and a slower, more powerful single-shot weapon like the Shotgun, so you have good close-range attacks against tough, single enemies and a good medium-range fast weapon for taking out groups of enemies.



WELCOME TO THE 41ST MILLENNIUM

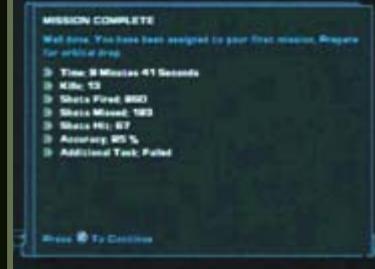
In the 41st millennium, warring galactic factions vie for control of the universe. Two such factions are the human Imperium and the alien Tau. You are one of the Tau, a young Fire Warrior named Kais, a proud member of the Fire Caste. The ruthless Imperium has grown bolder in its attacks on your colonies, even kidnapping one of your beloved Ethereals, the spiritual leaders of your people. It is your duty to rescue Ethereal Ko'vash from the clutches of the tyrannical Imperial army. Your mission is fraught with danger, and your enemies are legion, but nothing will stop you, for you are a Fire Warrior.



To experience the epic single-player campaign, select the single-player game option at the main menu and then choose your difficulty setting. As discussed earlier, your enemies will be weaker or tougher depending on the difficulty level you choose, commensurately adjusting your challenge.

Once you select the difficulty level, jump into the game. Complete walkthroughs for all 21 levels follow. First is the basic training mission, and levels 1–20 are the campaign missions.

NOTE



AFTER YOU'VE COMPLETED A LEVEL, YOU CAN RETURN TO THE LEVEL SELECT SCREEN TO REPLAY A LEVEL. YOU ARE GRADED AFTER THE COMPLETION OF EACH MISSION, AND IF YOU WISH TO IMPROVE THAT GRADE, YOU CAN REPLAY THE LEVEL. HIGHER GRADES WILL EVENTUALLY UNLOCK HIDDEN EXTRAS.

When you've readied yourself, assume the role of the Fire Warrior, but remember; not only does the safety of Tau society stand threatened, but so too does the very fabric of reality itself. There are far greater dangers awaiting you than just the Imperium....

BASIC TRAINING

MISSION OBJECTIVES

Follow the instructions to the end of the orientation course.

Once you have finished the briefings, exit the training area.

WEAPONS AVAILABLE

- Tau Pulse Rifle
- Tau Pulse Carbine

ENEMIES ENCOUNTERED

None

SECRET OBJECTIVE

Push all the buttons in the final briefing room.



The first level is a prelude that has nothing to do with the single-player campaign. Undertaking it is completely optional. When you start a new game, you are asked whether you wish to take basic training or not. If you elect not to take the tutorial, you launch into level 1. If you select yes, you go on to basic training.

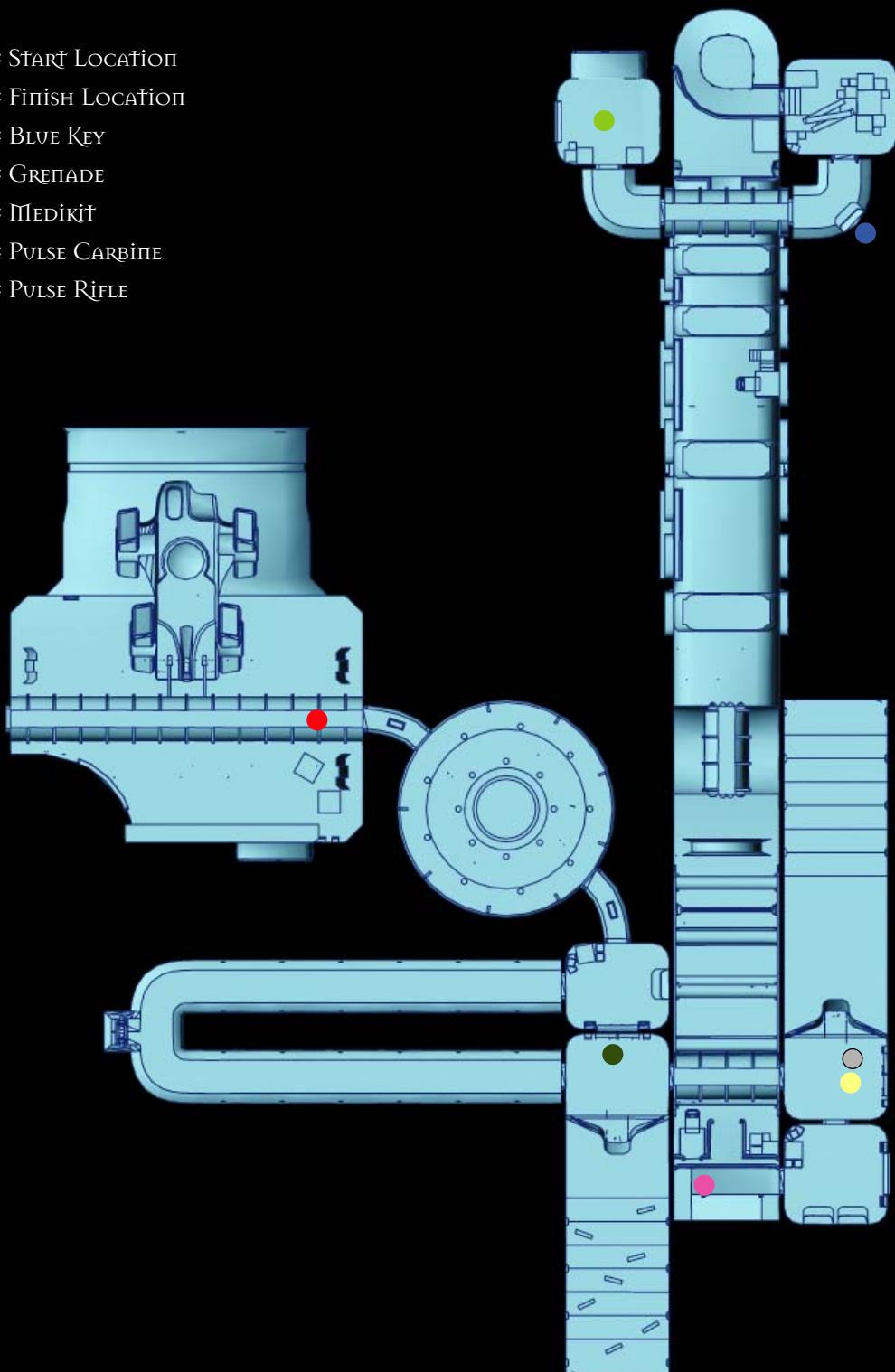


You begin this mission in the lobby of a training station. Pictures of your future companions adorn the place, so look around. You don't know who they are yet, but portraits of Ethereal Ko'vash and Commander Lusha hang on the walls.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

- = Start Location
- = Finish Location
- = Blue Key
- = Grenade
- = Medic Kit
- = Pulse Carbine
- = Pulse Rifle



BASIC TRAINING

Your training officer is a disembodied female Tau voice. She greets you and begins teaching you the basics of gameplay and controls.

TIP

If you tire of the tutorial, press **START** to exit the training mission. Everything covered in Basic Training is also covered in the first chapter of this book.

In this first area, your training officer teaches you how to look around with the right analog stick and move around with the left analog stick.

In the second area you learn how to open a door controlled by a switch. Press the small switch box to the door's right to open it. These doors appear often in the later levels.



The third area covers finding keys for unlocking doors. Blue Lasers bar the door in front of you; grab the blue key behind you to unlock it.

The fourth lesson teaches you how to duck using **L2** and jump with **L1**. There are boxes and beams to crawl under and climb over.



The next areas of the tutorial mission teach you how to run, jump, and duck via an obstacle course. If you fail the obstacle course, your training officer tells you to run it again, but you don't have to. Just keep going. Following this area, you walk up a flight of stairs, where you learn about medikits.



Combat training commences in the next area, as you pick up two weapons, the Pulse Rifle and Pulse Carbine. You then proceed with target practice. You also learn that you can only carry two weapons at a time. Finally, you are taught that some weapons have a primary fire mode, accessed with **R1**, and a secondary fire mode, triggered by **R2**.



After finishing your grenade training, proceed through to the next area. At the end of the long corridor, you find a device that needs to be detonated. This area teaches you how to plant explosive devices.

The target for your explosive device appears as a ghostly outline of an explosive charge framed by an upper and lower bracket. A distance meter shows you how far away the target is, and an arrow points you in the direction of the target, if you are facing away from it.

Proceed to the end of the hallway, plant the explosive by pressing **X**, then back away. The charge will then detonate, and you can move onto the next area.



At the end of the tutorial, you come to a briefing room where you can access many holographic files on the Imperium, Tau society, Fire Warriors, Imperial weaponry, the Imperials' Adeptus Astartes warriors, recent history between the Tau and Imperium, the Imperial army, Fire Warrior drones, Fire Warrior armor, Fire Warrior weaponry, the Orca-class dropship, and the Devilfish troop carrier.



GRENADE TOSsing IS VITAL TO YOUR SURVIVAL IN THE EARLY MISSIONS, SO PRACTICE HERE. ALSO EQUIP THE PULSE CARBINE AND PRACTICE SHOOTING GRENADES WITH THAT WEAPON. YOUR EXPERIENCE HERE WILL COME IN HANDY WHEN YOU ACQUIRE THE PULSE CARBINE LATER.

SECRET OBJECTIVE!

You can fulfill your first secret objective here. Press and listen to every button in this briefing room to complete your secret task.

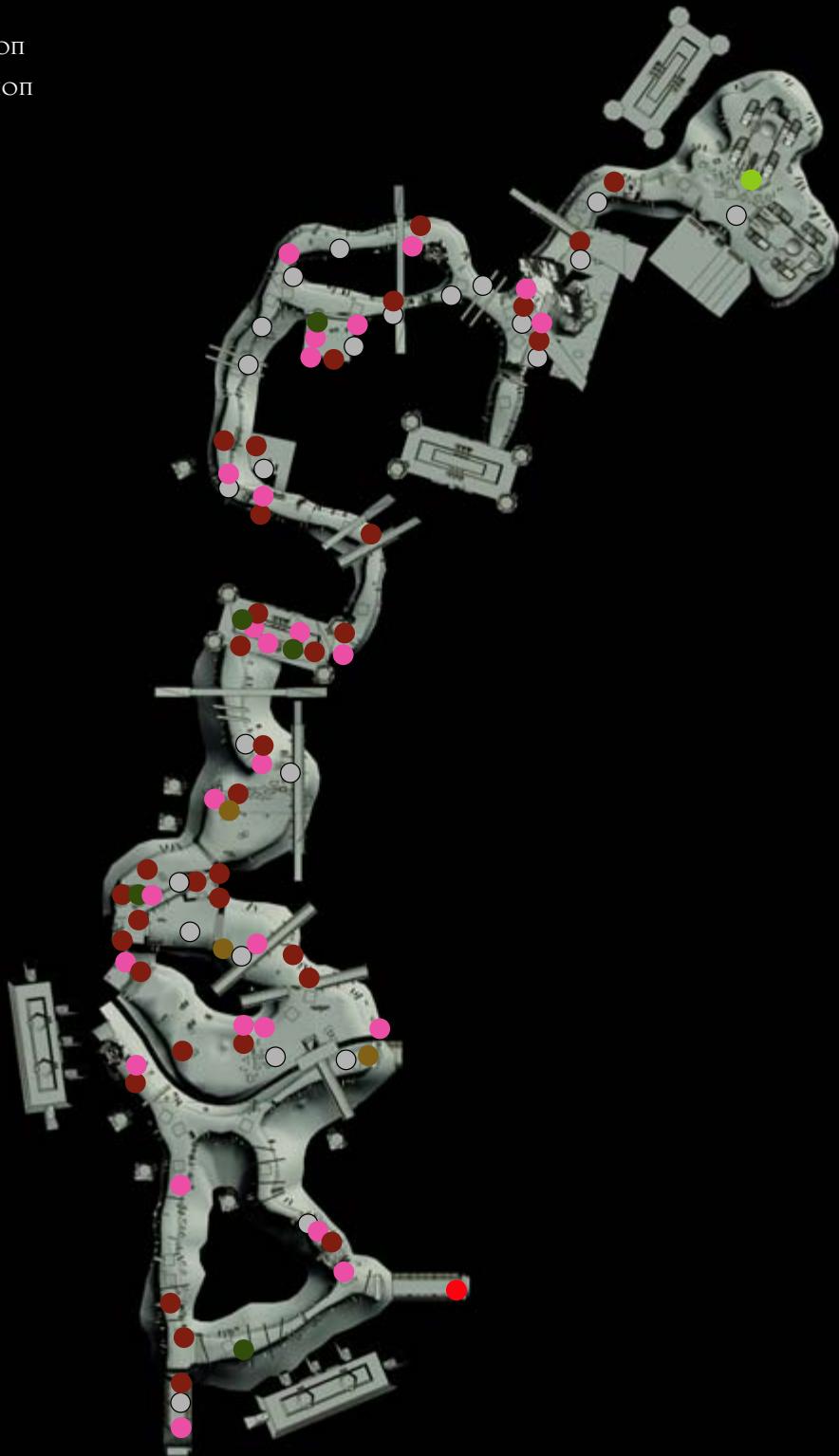
NOTE

YOU ONLY HAVE TO PRESS ALL THE BUTTONS TO COMPLETE THE LEVEL. YOU DON'T HAVE TO LISTEN TO THE BRIEFINGS.

With basic training under your belt, you are ready for your first action as a Fire Warrior. Prepare for your trial by fire, soldier.

THE DROP

- = Start Location
- = Finish Location
- = Grenade
- = Medikit
- = Pulse Rifle
- = Lasgun
- = Laspistol



MISSION OBJECTIVES

Neutralize the Imperial Courier.
Find the gate controls.
Search for the door control.
Take cover in the bunker.
Reach the extraction point.

WEAPONS AVAILABLE

- Tau Pulse Rifle
- Imperial Laspistol
- Imperial Lasgun

ENEMIES ENCOUNTERED

- Imperial Guardsmen
- Imperial Guard Sergeants
- Sentry Guns

SECRET OBJECTIVE

Kill the Courier.

Your first mission is a trial by fire. You're landing in the middle of a war zone to rescue Ko'vash, a Tau Ethereal. As your dropship lands, it comes under fire from enemy guns.

During the attack, one of your fellow Tau warriors dies aboard the ship. This is an indication of things to come. The enemy is aggressive and dangers abound. Fellow soldiers will fall, but do not let their sacrifices be in vain. Remember to pick up their ammo. Ammunition for your default weapon is tough to come by in this mission, so search everywhere.



When you disembark, you're in a war zone. Several fallen Tau and their unattended guns lie around the drop site. Pick up the ammo.

Start walking down the only open trench. One of your fellow Tau warriors runs back and gets gunned down from behind. Around the corner, three enemy soldiers await.

NOTE

YOU RECEIVE BOTH TAU AND INTERCEPTED IMPERIAL RADIO TRANSMISSIONS.

TIP



USE THE COMBUSTIBLE BARRELS IN THE TRENCH TO YOUR ADVANTAGE. AS THE ENEMY SOLDIERS WALK BY A BARREL, SHOOT IT TO CAUSE AN EXPLOSION.

While you're exploring and fighting, enemy ships zoom overhead, bombarding the ground. One bomb has blasted the path behind you, cutting you off from the way you came. There is no turning back now. You must proceed to your mission objective: reaching the new extraction point.



At this point, you can pick up your first enemy weapon. You can add a Laspistol or Lasgun to your inventory by taking it off a fallen Imperial Guard. The Laspistol is powerful but harder to use due to its small clip and shorter range. Ditch the pistol and pick up a Lasgun. It has a faster rate of fire and holds more ammo. Also, a lot of Lasgun ammo is lying around, but there's virtually none for the pistol.

At short to medium range, the Lasgun will serve you better than the Pulse Rifle because of its faster rate of fire and larger clip. But against faraway targets, the Tau Pulse Rifle has a more accurate long-range secondary shot. So, at long range you'll kill enemies faster with the Tau rifle.

NOTE

BOTH THE IMPERIAL LASGUN AND LASPISTOL HAVE ADVANTAGES OVER YOUR STANDARD-ISSUE TAU PULSE RIFLE, SINCE THE LASPISTOL DOES GREATER DAMAGE AND THE LASGUN HAS A BIGGER CLIP. YOU WILL FIND FAR MORE AMMO ON THIS LEVEL FOR THE LASGUN THAN YOU WILL FOR EITHER YOUR DEFAULT TAU PULSE RIFLE OR THE MORE POWERFUL LASPISTOL.



Enter the doorway into the room, and you'll find two Tau warriors fighting two enemy soldiers. Go left to find additional ammo. This room also holds two medikits.



When you head into the next area, you appear behind two enemy soldiers. Because they're already concentrating on another Tau, squeeze off a few surprise shots before they turn to attack you.

You'll find more ammo and medikits here, but the real prize is two grenades. Pick them up. Proceed down the new trench.

TIP

YOU FIND YOUR FIRST GRENADES AT THIS POINT, BUT RESIST THE URGE TO USE THEM RIGHT AWAY. SAVE THEM FOR THE MUCH TOUGHER IMPERIAL GUARD SERGEANTS LATER IN THE LEVEL.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

Take the second left. Down the first left the path will collapse under bombardment. Beware of the soldier standing on the beam above your head. If you aren't looking around, he could do a lot of damage to you before you are aware of where he is.



Underneath this soldier is another Imperial Guard, who runs up to confront you. Shoot the barrels next to him to quickly dispatch him.

TIP

THIS IS YOUR FIRST FIGHT AGAINST AN ENEMY THAT IS ON HIGHER GROUND THAN YOU. FROM THIS POINT ON, SCAN THE TOPS OF THE LEVEL OCCASIONALLY FOR ENEMIES CAMPING ON BEAMS WAITING TO SHOOT AT YOU. THERE ARE MORE LATER ON. IF YOU FIND YOURSELF LOSING SHIELDS AND HEALTH FROM AN UNKNOWN ENEMY SOURCE, LOOK UP. ODDS ARE, THERE IS AN IMPERIAL SOLDIER ABOVE YOU.



Down the trench, you come to a T intersection. A bunker on the first left is available to you. An Imperial Courier runs out of here and makes a dash for the next bunker. Kill him before he gets there. This is one of the mission's objectives. Since you know he is coming, simply turn left and gun him down as he pops out of the bunker. You'll kill him right around the same time you identify him as a mission objective.

SECRET OBJECTIVE!

Killing this Imperial Courier is not essential for completing the mission, but he is your secret objective, so gun him down. Doing so fulfills your secret task and makes the next bunker fight a little easier.



Go back to where the Courier came from to find some goodies. Inside the bunker are two soldiers. Deal with them. Their hideout harbors two medikits, a pair of grenades, and Lasgun ammo. Beware of the enemy Sentry Gun on the ceiling, though. You can destroy it, but probably not before it destroys you. Avoid this powerful weapon. Luckily, you won't trigger it unless you run outside the bunker and head right instead of the way you came. Once you've gotten what you want from this area, proceed back to the T junction and head left, down to the end of the trench and into the next bunker.

CAUTION

THE SENTRY GUN AT THIS BUNKER IS TOUGHER THAN THE GUARDSMEN YOU ARE USED TO. IT IS HEAVILY ARMORED, SO DON'T WASTE AMMO AND GRENADES TRYING TO DESTROY IT. INSTEAD, DUCK INTO THE BUNKER AND QUICKLY RUSH BACK OUT ONCE YOU GET WHAT YOU WANT.



In this next bunker you face your first Imperial Guard Sergeant. Don't let him get close to you. Toss a grenade into the bunker while backpedaling; a direct hit should kill the officer.

CAUTION

THE IMPERIAL GUARD SERGEANT IS A VERY TOUGH FOE WHO TAKES MORE HITS TO PUT DOWN THAN A NORMAL SOLDIER DOES. HE FIRES A LASPISTOL, WHICH PACKS A BIGGER PUNCH THAN THE LASGUNS NORMAL GUARDSMEN USE, AND IF YOU GET CLOSE, HE'LL SLICE YOU UP WITH HIS CHAINSAW. USE GRENADES TO KILL HIM, AND DON'T SIT STILL OR HIS LASPISTOL WILL TEAR UP YOUR SHIELD.

NOTE

REMEMBER THE IMPERIAL COURIER? HE WAS RACING TO THIS BUNKER. IF YOU KILLED HIM, ONLY THE GUARD SERGEANT WILL BE WAITING FOR YOU. IF YOU FAILED TO KILL THE COURIER, THERE WILL BE TWO ADDITIONAL IMPERIAL GUARDSMEN WITH THE GUARD SERGEANT.

If you need health, walk to the right of the bunker. At the end of the trench is another medikit and some ammo. Run back here if the fight is going against you. The Guard Sergeant won't follow you if you run out quickly enough. After your breather, dash back in and toss a grenade to finish the job.

Once you kill the enemies inside and enter the bunker, you can't leave the way you came in. The door behind you closes. If you need health, look for a kit behind the barrels inside the bunker. At the bunker's exit, another medikit lies to your right behind the two barrels.



Another enemy camps overhead on top of the beams far off down the trench. He is the only one that might give you trouble, but you can pick him off from the bunker exit. Use the accurate Tau Pulse Rifle secondary shot to kill him.

Proceed down the trench, where two more Imperial Guardsmen wait for you. At the end of the trench lies another medikit. You'll also find the door into a larger Imperial bunker.

The Imperial on the high beam must be dead before the door at the end of the trench will open. If you killed him, the door opens and another Imperial Guardsmen steps out to attack you.

When the door opens, a glimpse into this massive bunker shows that it's more impressive than the previous structures you entered. In the ground floor lobby a ramp ascends to a second level.

CAUTION



THREE IMPERIAL GUARDSMEN PATROL THE UPPER LEVEL, ALL SHOOTING AT YOU FROM ABOVE. YOU'RE AT A TERRAIN DISADVANTAGE, SO RUSH UP AS SOON AS YOU CAN, OR TAKE COVER ALONG THE WALLS TO EITHER SIDE OF THE RAMP SO THE ENEMIES HAVE TO COME DOWN TO FIGHT YOU.

NOTE

YOU CAN STOCK UP NICELY AT THIS BUNKER. INSIDE THE LOBBY, YOU'LL FIND A MEDIKIT ON THE RIGHT AND GRENADES ON THE LEFT. UP THE RAMP, ONE HEALTH KIT LIES TO THE LEFT AND ANOTHER IS TO THE RIGHT ON TOP OF A CRATE. TWO GRENADES SIT TO THE LEFT OF THE SECOND HEALTH PACK.

Go up the ramp and exit onto another trench. Before walking farther, look up. On a beam way above you stand two Imperial Guardsmen. Shoot them with your Tau Pulse Rifle. Use the doorway for cover. If your shield is wiped out, run into the bunker, let it regenerate, and come out again. And don't forget the medikits in the bunker if you need health. After killing the Guardsmen, continue down this trench; a Tau warrior waits for you on a plateau. At the end of the trench is a medikit and some Pulse Rifle ammo, as well as a ladder.



Climb the ladder to the plateau. The Tau warrior is fighting two Imperial Guardsmen. Look around for ammo if you need it; there is a Pulse Rifle to the right of the ladder. On this plateau a medikit is hidden behind some barrels to your right. Farther right, there's a small gate. It opens when you kill the first two Imperials, and several more flood out.

CAUTION



WHEN YOU ENTER THE NEW AREA UNLOCKED BY THE OPENING GATE, WATCH OUT FOR AN IMPERIAL GUARD ON THE HILL TO YOUR RIGHT. IT IS EASY TO MISS HIM.

As you walk into the area they came from, you find that the passage out of this area is locked by another gate. Search out the gate control room to your left. Press the controls to the door's right to open it. When you enter this room you are temporarily trapped. The gate controls are on the right at the far wall. The stationary gun here works well for mowing down the three Imperial Guardsmen that appear when you open the gate. Once these Guardsmen are neutralized, a Tau comes and opens the door for you.

TIP



THE STATIONARY GUN IS AN AWESOME WEAPON. IT HAS A GREAT RATE OF FIRE AND WILL OBLITERATE THE IMPERIAL GUARDSMEN IN SECONDS. PRESS X TO TAKE CONTROL OF IT. THREE IMPERIAL GUARDSMEN COME OUT OF THE GATE WHEN YOU OPEN IT, AND THEY WALK RIGHT INTO THE LINE OF FIRE OF THE STATIONARY GUN. IF YOU GET ON IT AS SOON AS YOU OPEN THE GATE, YOU CAN KILL ALL THREE GUARDSMEN QUICKLY.

In a small room outside the gate control room are two more grenades, some medikits, and ammo.

Once you pass through the large gate, you're rushed by half a dozen Imperial Guardsmen, with some hiding on the boxes and beams above you. There are some metal structures you can hide behind for cover, but some volatile barrels sit next to them. Destroy these barrels before you take cover, or the enemy will blow them up and you'll be hurt.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

TIP

WITH ENEMIES RUSHING IN ON YOU, IT'S TIME TO USE THE TERRAIN TO YOUR ADVANTAGE. JUST INSIDE THE NEW AREA, TWO LARGE METAL STRUCTURES THAT LOOK LIKE SQUARE DONUTS STAND SIDE BY SIDE. THEY'RE ALL OVER THIS LEVEL, AND THEY PROVIDE GOOD COVER. DUCK BEHIND THESE WHILE YOU FIGHT BACK AGAINST THE IMPERIAL GUARDSMEN. GET RID OF THE BARRELS NEXT TO THEM BEFORE YOU DO THAT, THOUGH. CROUCHING HERE GIVES YOU PROTECTION AND ALLOWS BETTER ACCURACY.



At the end of the area, you're stopped by an enormous door. The button to open the door isn't near here. It's along the path to the right, which is currently being heavily bombed. Run down the path and keep moving to minimize damage.



At the end of this torturous path is a small room. It's guarded by another Sentry Gun; try to ignore it and rush into the room. Stay in the doorway so the gun can't target you, and shoot at the one Guard inside. He stands directly

behind the door. The Sentry Gun can swivel around and shoot you while you are in the room, so destroying it is a priority. Toss a grenade at it if you can, or keep firing at it with your Lasgun or Pulse Rifle, ducking into the doorway whenever your shield goes down. Repeat until the gun is destroyed. It shouldn't take too long.

The button to open the big door is in here. Press it, then race back to the door; beware the three Guardsmen waiting there now. Pass through the door and drop into another trench.

TIP

BACKPEDAL A BIT TO THE LEFT ONCE YOU DROP INTO THE TRENCH TO FIND A SMALL ROOM WITH SOME MORE HEALTH AND AMMO.

Continue down the trench to find several enemies blocking your way. Throw grenades to clear out bunches of enemies at a time.

The first left is a dead end, but it holds some ammo and a medikit. The second left is where you want to go; straight ahead is another dead end, albeit one with some ammo, grenades, and another medikit.

Back at the T junction (the second left), the area you must pass through is being heavily bombed; be cautious. You'll take a hit, but if your shield is at full strength, it won't deal you permanent damage. Remember this area for later because you could lure some unsuspecting enemies back here to be destroyed by the aerial bombardment.



Take your second left to continue through the level. Three soldiers wait down here, but they are easy to deal with. At the end of the trench is a locked gate on your left and a door straight ahead.

CAUTION

AT THE END OF THIS TRENCH IS A CLOSED DOOR. AS SOON AS YOU COME CLOSE TO IT, IT OPENS. MAKE SURE YOU HAVE SOME GRENADES AVAILABLE BEFORE YOU PRESS ON.



As soon as you get close to the door, it opens and out charges an Imperial Guard Sergeant with a handful of soldiers. Throw a few grenades to kill the Guard Sergeant and catch a few soldiers in the blast as well. If you don't have grenades, the officer will be extremely difficult to kill, since he has lots of health and can kill you with his Laspistol and a few swipes of his Chainsword. This is a hard part of the level. Remember that you can lure some enemies back the way you came to the bombing at the T junction, although a few well-aimed grenades will also do the trick.

Go inside the room to a control box that will open the gate you passed. Press the box and come back out to proceed past the opened gate.

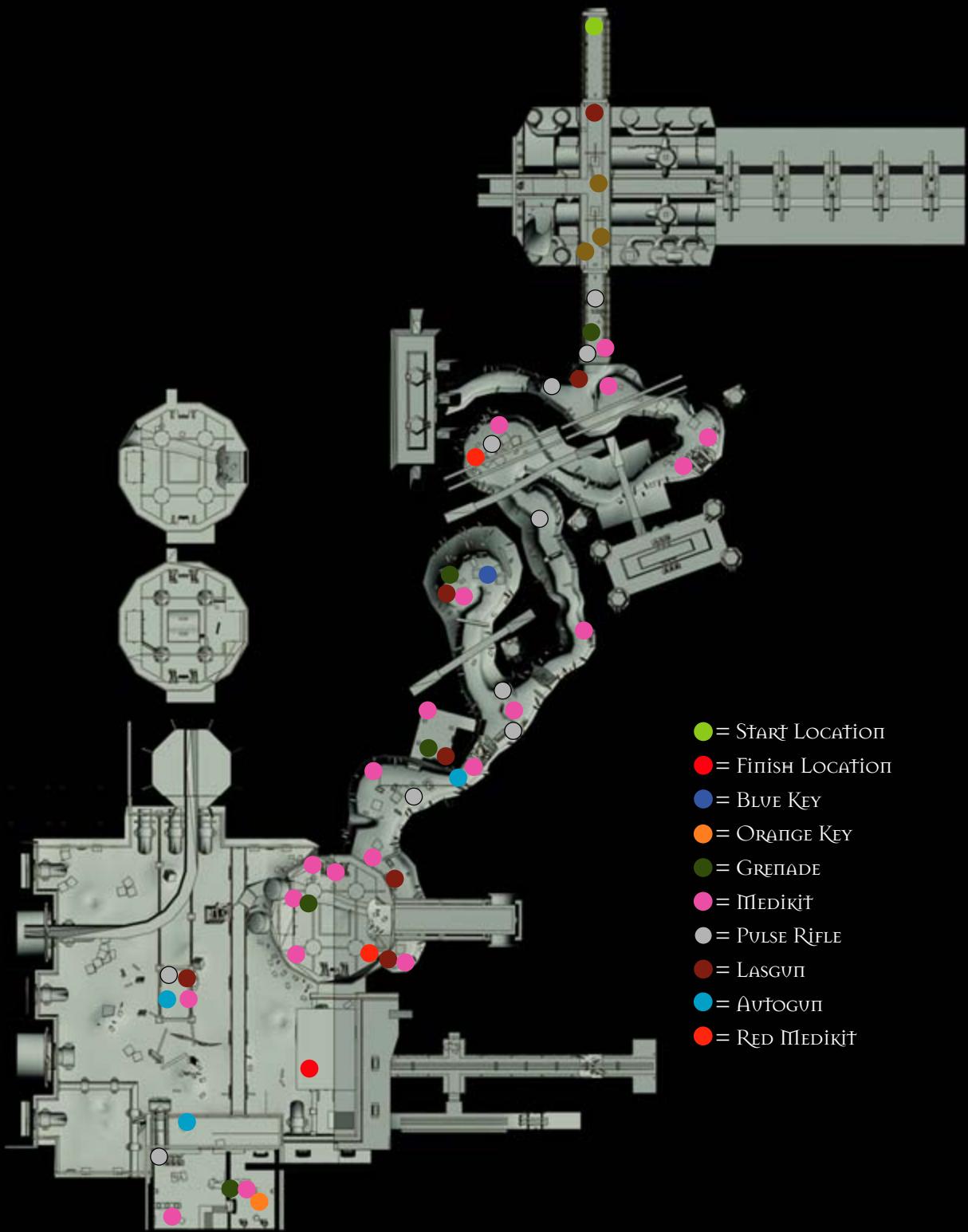


Run down until you're prompted by your commander via radio to take cover in the bunker up ahead. This is your final mission objective.

NOTE

AT THE END OF THE TRENCH, YOU CAN GO RIGHT OR LEFT. LEFT IS A DEAD END WITH SOME AMMO AND A MEDIKIT. TAKE ADVANTAGE OF THEM IF YOU ARE LOW ON HEALTH AND AMMUNITION.

THE PUSH



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Find the blue key.
- Find the orange key.
- Find the magenta key.
- Destroy the Valkyrie.
- Reach the extraction point.
- Secure the extraction point.
- Get on the dropship.

WEAPONS AVAILABLE

- Autogun
- Lasgun
- Laspistol
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Guardsmen
- Imperial Guard Sergeants

SECRET OBJECTIVE

Activate the stationary gun in the level and kill all four Imperial Guardsmen that come to attack you.

After taking a breather in the bunker it is time to continue your mission to reach the extraction point.



When you go outdoors, the way right is blocked by a fierce bombardment, so detour left.



Head down the trench. It winds left, then right. Fight one Guard, then at a bulge up ahead fight three more.

TIP

WATCH OUT FOR BOMBARDMENTS WHILE WALKING THROUGH THESE TRENCHES. A HIT WON'T KILL YOU, BUT IT WILL HURT YOU.

Follow the trench. One Guard patrols here. Kill him and move on. The trench empties into a small valley with two columns of stacked boxes and a stationary Autocannon in the center. There are four Imperial Guardsmen here, as well as medikits and some Pulse Rifles.



SECRET OBJECTIVE!

Once you hop on the gun, four Imperial Guardsmen come at you. Two come from the ground level, and two come from opposite ends on top of the beams above. Kill all four to complete the secret task.



Head out of this area and down the trench to a locked gate. Two Guardsmen await; kill them. A Tau demolitionist comes to plant an explosive to destroy the door. Step back until the door is gone, then step through.



Down the trench, two Guardsmen are waiting. The trench then opens into an area with three metal donuts set up as a barrier. Three Imperial Guardsmen patrol here; one is behind the metal barricade. Once you kill them, approach the door behind them.

NOTE



THIS IS YOUR FIRST LOCKED DOOR. THESE DOORS CAN ONLY BE UNLOCKED WITH KEYS THAT MATCH THE COLOR OF THE DOOR. KEYS ARE USUALLY ON IMPORTANT ENEMIES, SUCH AS GUARD SERGEANTS, STANDING NEARBY.

Approach the door, which is locked by lines of blue energy. Find the blue key to unlock it. Head right; a few steps past the first metal block you run into an Imperial Guard Sergeant.



THE PUSH

An Imperial soldier hides behind a metal donut; once you attack him an Imperial Guard Sergeant from farther down the path rushes up to attack you. He blasts away your shields and cuts you up a few times with his Chainsword. Backpedal as fast as you can and lob a grenade at him, firing your weapon as you run backwards. That should kill him, and he drops the blue key.



Down this right path of the trench, an Imperial Guard awaits, but so do more ammo and medikits.

TIP



GRENADES ARE AVAILABLE AT THE END OF THIS TRENCH. PICK THEM UP, AS THEY'LL PROVE USEFUL AGAINST THE GUARD SERGEANTS ON THIS LEVEL.



Go back to the door; it opens. But waiting at the ramp below in the bunker are two Imperial Guardsmen and another Guard Sergeant. Toss a grenade in and start shooting.



Come out of the bunker into an area with lots of sandbags and metal donuts. Several Imperial Guardsmen hide behind them waiting to attack you. One is directly in front of you when you open the door. Another is to your left, and two are on the right. They are off at the other end of the area behind some low cover.

After killing the enemies, go to the body of the Guard on the left. Near his corpse is your first new weapon, the Autogun. Pick it up; it is better than any of the weapons you have been using up to this point.

NEW WEAPON

The Autogun is a better all-around weapon than the Tau Pulse Rifle, Imperial Laspistol, or Imperial Lasgun. It has a bigger clip that holds 60 rounds, it fires just as fast as the other weapons, and its bullets are deadlier. It also has a secondary fire mode that is a more accurate, single-burst shot. So it combines the speed of the Lasgun, the accuracy of the Pulse Rifle, the power of the Laspistol, and a larger clip. Ammo is scarce, so pick it up whenever you can.



Head straight, past this area. Two Imperial Guardsmen hide behind the wall on the right, and as you pass them, they fire at you.

TIP

KILL THE TWO GUARDSMEN ON YOUR RIGHT QUICKLY. IF YOU BATTLE THEM TOO LONG, THE TWO GUARDSMEN IN THE LEFT TRENCH WILL COME OUT TO AID THEM.



On your left is another trench, with two more Guardsmen firing at you. The trench veers right, and a third Guard crouches there waiting for you. Walk down the trench after killing these Guardsmen. As you pass a huge metal door on your right, it opens—if you've cleared the area of enemies. At the end of the trench, a Guard shoots at you from behind a metal donut. You'll find a medikit here.



Once the door opens fully, two Imperial Guardsmen and an Imperial Guard Sergeant attack you. Waste them with your grenades and the Autogun. Once they are dead, step through the doorway. Immediately on your right a Guard crouches behind some sandbags.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



You are now in a large room with computers and an elevator at the far end. The switch to call the elevator is to the left of it. An Imperial Guard is guarding this switch; once you eliminate him, call the elevator. Hop in and go up.



You come to another room that looks like the one below. One Guard waits on the right, looking at the elevator, and he shoots as soon as you get close. The other Guard is on the other side of the room.



After wiping them out, step left and look back. Walk down the vent there. It leads onto a bridge across a vast open area. Lusha tells you that you are at the extraction point. To your right a small area contains a stash of medikits, grenades, and a Pulse Rifle. But to your left is an Imperial Guard who shoots as soon as he sees you.



You can walk across the bridge, but the end of it is blocked by a gate.



Turn left and watch the Orca dropship trying to land on a platform. But as you watch, the Imperials stage an ambush, forcing the ship to withdraw. The gate in front of you opens and an Imperial Guard opens fire.



Kill him and walk onto the landing. The open doorway in front of you is closed off by a force field of lightning. If you touch it, you'll get hurt. Shut it off by pressing the switch on the right. Then go inside and kill the Guard Sergeant. He is deeper in the room, but as soon as he sees you, he rushes at you with his Chainsword. Lob a grenade and fire your Autogun. When he dies, he drops an orange key. There are medikits in this room.

TIP

AUTOGUN AMMO IS EXTREMELY SCARCE ON THIS LEVEL, BUT YOU'LL FIND SOME ON A BOX TO YOUR RIGHT. REFER TO THE MAP FOR THE EXACT LOCATION.



Once you have the orange key, go to the locked door on the right, which is warded by orange Lasers. The orange key unlocks it so you can walk through. This room holds two Imperial Guardsmen. One is hiding to the left behind a stack of boxes. The other is in the far right corner, firing from behind a pillar.



Once they're taken care of, head down the stairs at the far left corner of the room. Downstairs is a room with some medikits and a doorway at the far right.



Head down this way until you see a Guard waiting there. Kill him. At the opposite end of this room another Guard lurks behind some sandbags.



THE PUSH

TIP



SHOOT THE BARRELS BEHIND THIS GUARD TO BLOW THEM UP AND TAKE HIM OUT WITH THE RESULTING EXPLOSION.

A third Guard in this room is to your right, along with another Autogun and grenades. At the far right, a door opens to the next room. An Imperial Guard stands directly behind it.

Go into this room and turn right. At the end of the room another staircase leads down.



At the base of the stairs you're in a room with an Imperial Guard ahead of you and an open door immediately to your left.



After you kill the Guard, an Imperial Guard Sergeant rushes at you, coming from a room on the left. Annihilate him with grenades and your Autogun. He drops a magenta key.

Go into the room he came from. Inside is an Imperial Guard immediately to your right once you enter the room, and another Guard waits at the far right of the room. Both are using low boxes for cover.



After killing them, go through the magenta door. You have the key. The door opens onto the bottom of the landing area. Imperial Guardsmen and one Guard Sergeant patrol this spot.



NOTE

YOU MUST KILL FOUR ENEMIES IN THE LANDING ZONE BEFORE THE END BOSS SHOWS UP. ONE OF THEM IS A GUARD SERGEANT IN THE MIDDLE OF THE AREA.

This area is vast, so you won't be able to see everybody right away. There is a Guard in front of you several yards away. Sneak up behind and kill him. Next is a Guard to your right. Walk that way and take him out. Continue counter-clockwise. Remember the large locked door in front of you for later.

NOTE

THIS AREA IS FULL OF MEDIKITS AND GUNS. YOU CAN GET FULL AMMO FOR YOUR AUTOGUN HERE.



As you turn left and walk parallel to the door, you see a Guard Sergeant to your left. Use your grenades and Autogun on him. Keep walking counter-clockwise until you see another Guard up ahead. After you blast him, the Imperial gunship hovers over the area. Lusha tells you to destroy it. The dropship cannot land as long as that thing is there.



The gunship settles down over the huge pipeworks in the corner of the landing zone. It has a deadly complement of guns and missiles.

TIP



RUSH UP TO THE LARGE PIPES AND AIM UPWARD. THE GUNSHIP WILL STAY IN PLACE, BUT BECAUSE YOU ARE ALMOST DIRECTLY UNDER IT BETWEEN THE WINGS, IT CAN'T HIT YOU WITH ITS MISSILES. AND THE COVER FROM THE PIPES MEANS YOU'LL ONLY SUFFER MINIMAL DAMAGE FROM ITS GUNS. AT WORST, YOU'LL ENDURE SOME SPLASH DAMAGE FROM MISSILES THAT EXPLODE BEHIND YOU.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

BOSS WATCH!

Name: Valkyrie**Unit Type:** Gunship**Armament:** Missile Launchers,**Autocannons****Weak Spots:** Engines

The end boss of this level is the hovering gunship. It is armed with twin Missile Launchers and twin Autocannons. The Autocannons will slowly whittle away your shield and health if you let them, but a double shot from the missiles is deadly because they bypass your shield. Even if you dodge, you could suffer splash damage. Don't engage from medium range, which is the ideal range for the Valkyrie's missiles.

The best way to deal with the Valkyrie is to get right under it and attack. You will be too close to be hit by the missiles and Autocannons. The vulnerable spots on the Valkyrie are the two engines.

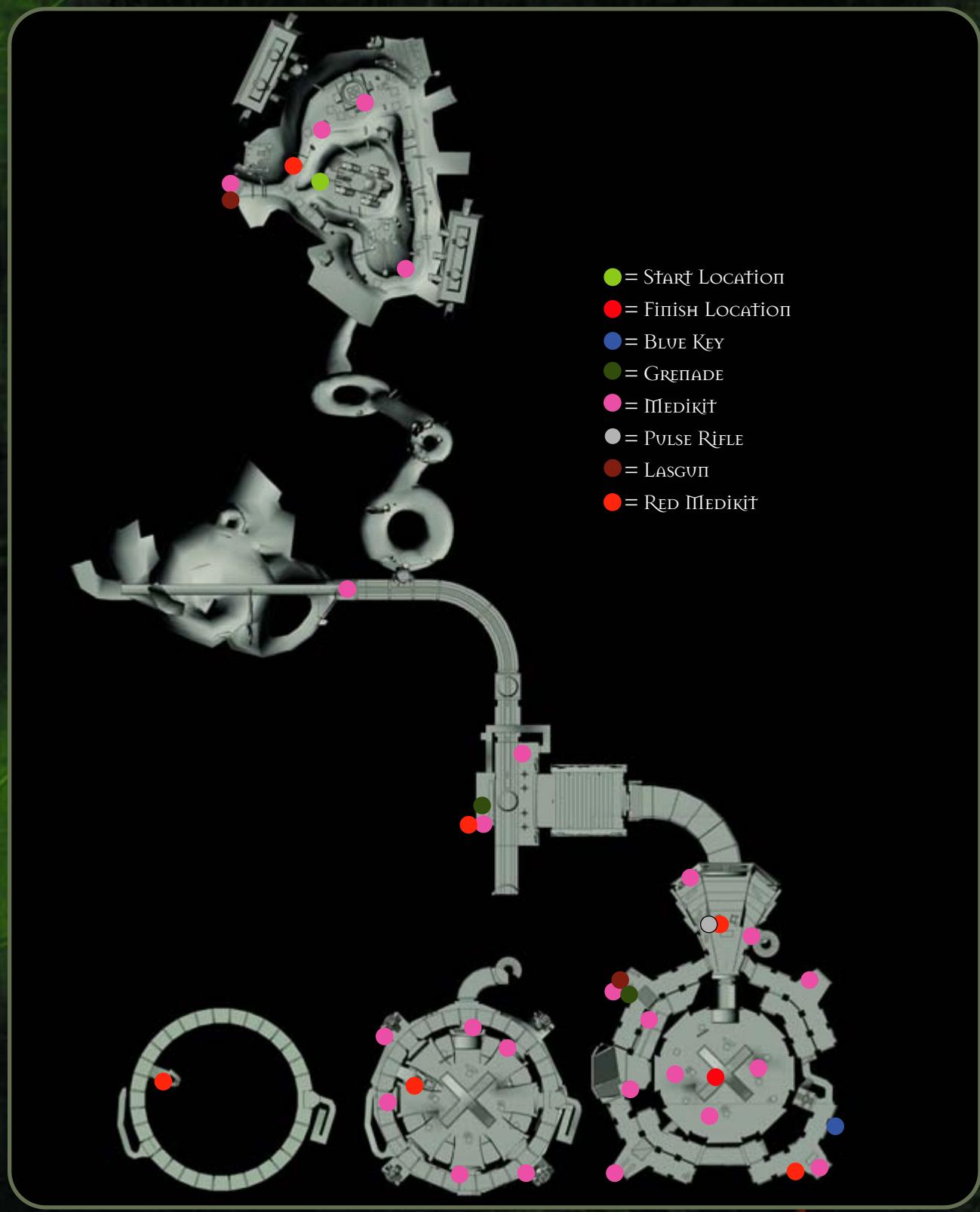


Hitting the other parts of the gunship, including the cockpit, won't damage it. Aim at one engine, and when it blows up, shoot at the other one. When both are destroyed, the Valkyrie explodes.

Once the gunship is destroyed, Lusha tells you to get to the extraction point. Go back to the door that was locked before. Go through it and up the ramp to the platform where the dropship is waiting. Congratulations, you have just survived your first trial by fire.



WATCH TOWERS



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Gain access to the prison complex.
- Demolish rubble to gain access to caves.
- Blow your way into the subway system.
- Access the basement of the prison complex.
- Destroy all the Imperial artillery.
- Activate ramps leading to the prison's lower level.
- Find the key to the courtyard gate.

WEAPONS AVAILABLE

- Lasgun
- Laspistol
- Sniper Rifle
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Guardsmen
- Imperial Guard Sergeants
- Imperial Snipers

SECRET OBJECTIVE

Kill the six Snipers on level IV.

Your Orca dropship is about to land close to the prison complex where Ko'vash is being held. Once the dropship touches down, you and two other Tau warriors run out. You come to a trench, and you can go left or right. To the left is a barrier, so for now, go right. A small cove immediately to your right harbors an Imperial Guard.

TIP

USING NIGHT VISION IS A GOOD WAY OF SEEING WHERE ENEMIES ARE UP IN THE RUINS ABOVE THE TRENCH.



From a high watchtower to your right, three Imperial Guardsmen shoot at you with their Lasguns. Rush to the end of the trench.



Up ahead is a balcony, where an Imperial Guard stands armed with a Lasgun. Once the four hostiles around are eliminated, one of the Tau sets an explosive charge on the barrier, clearing the way.



Walk down the trench. You come across three Imperial Guardsmen and a cave on your right blocked by debris.

TIP



LET YOUR TWO TAU COMPANIONS TAKE THE LEAD IN THE TRENCH. THEY'RE GOOD ENOUGH TO KILL THE IMPERIAL GUARDSMEN IN YOUR WAY AND WILL SOAK UP DAMAGE THAT WOULD OTHERWISE HIT YOU. MAKE SURE YOU CAN SEE THEIR BACKS. DON'T LET THEM RUN OFF WHILE YOU WAIT FOR THEM, BECAUSE THE GAME DOESN'T TRIGGER THE ACTION UNLESS YOU ARE ACTUALLY WATCHING THE TWO TAU. USE NIGHT VISION TO SEE WHERE THE ENEMIES ARE UP ON THE RUINS ABOVE THE TRENCH.



You encounter six Imperial Guardsmen along the way down the long corridor, including one on the right on the hill. As long as the other two are leading, you should be fine, helping out when needed. Pick off the one on the hill yourself, though.



Then the trench empties into a big open area. Watch where your Tau companions are aiming. They'll point you to two Imperial Guardsmen to your left, one on top of some boxes and one crouched on the floor. A third Imperial shoots from above and to the right.



WATCH TOWERS



Your two Tau friends die during the melee, so now you are on your own. Continue to explore this open area. As you walk deeper left, a fourth Imperial Guard opens fire from the right-hand hill. Lusha tells you via your radio that you cannot gain access to the prison complex from where you are, so he tells you to go back to the cave. A new objective arrow and distance meter appear on your screen. Follow the arrow to the cave.



When you go back down the trench, two Imperial Guardsmen ambush you, and a third one lurks on the hill to your left. On the way to the cave, two more Imperial Guardsmen block your way.



When you reach the cave, Lusha tells you to plant an explosive on the rubble so you can open a path in.



THIS IS THE FIRST TIME YOU ARE ASKED TO PLACE AN EXPLOSIVE CHARGE. YOU'LL BE DOING THIS QUITE OFTEN. THE GAME ALWAYS TELLS YOU WHERE THE CHARGE IS WITH AN ARROW AND DISTANCE METER ON YOUR SCREEN. IF YOU ARE CLOSE ENOUGH TO SEE THIS OBJECTIVE, IT APPEARS AS A RED, TRANSLUCENT OUTLINE OR AN EXPLOSIVE. WHEN YOU GET TO WITHIN TWO FEET OF THE CHARGE, PRESS AND HOLD X.



A METER APPEARS ON YOUR SCREEN, AND WHEN IT REACHES FULL, THE CHARGE IS SET. RUN BACK AND WAIT A FEW SECONDS. THE CHARGE EXPLODES, AND THE WAY IS CLEAR. ON OTHER LEVELS, YOU SOMETIMES HAVE TO PLANT A CHARGE TO DESTROY AN OBJECTIVE. IN THIS CASE, YOU NEED TO DO IT TO GET TO THE NEXT AREA.



Once the rubble is cleared, step through. Lusha tells you there is a subway pipe at the bottom of the cave that you can destroy to get into the complex. An arrow points the way. The cavern seems to snake around and lead in different directions, but in fact, all tunnels lead to the bottom cavern.



Plant the explosive charge where the arrow indicates and step back. A hole is ripped in the pipe and you can go in. Once inside, go right and shoot the Sniper. Pick up his Sniper Rifle.



Now go back left. Watch out for the cameras on the ceiling. Your Tau computer tells you that they are surveillance equipment. Try not to get detected. Watch the red light beaming from the cameras. Walk underneath them, making sure the red lights don't point at you.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

NOTE



IF YOU ARE DETECTED BY THE CAMERAS, HALF A DOZEN GUARDSMEN WILL STREAM OUT AT THE END OF THE SUBWAY AND TWO STATIONARY GUNS WILL BLAST AT YOU FROM THE RIGHT. YOU WON'T SURVIVE. SO DON'T GET CAUGHT.



Past the two cameras, you come to the subway station. Hop onto the platform and take the first door on your left. Walk through the hallways into a room. You'll see two Imperial Guardsmen here and two stationary guns. Eliminate the Guardsmen and press the switch on the room's far end to open the window in front of the guns.



Hop on a gun. The guns overlook the subway station. At the top of the station, the door opens, and half a dozen soldiers come out, including one Guard Sergeant. Mow them down. They are all trying to get to the door leading into this room, so kill them before they reach you.

When you have wiped out all the Imperials, leave the room and go back where you came from. Head to the door that the Imperials came through.



You come into a large tunnel and are rushed by three soldiers. One of them uses a pistol, so be careful. He can take down your shield quickly.

TIP

IF YOU ARE WOUNDED, REMEMBER THAT YOU CAN GO BACK TO THE SUBWAY STATION, WHERE THERE ARE SEVERAL MEDIKITS.

Go through the tunnel door into a holding cell. The five Imperial Guardsmen and a Guard Sergeant put up a tough fight. The Guard Sergeant is in the middle of the room behind a desk, so he won't rush you, but the other five close to attack.



Toss a grenade to clear out as many of them as you can. Keep moving to avoid getting hit, returning fire with a rapid-fire weapon. The Lasgun is a good choice because of its large clip size.

After you kill the five Guardsmen, finish off the Guard Sergeant. Then turn left and head upstairs. You face Guardsmen in the stairwell.

When you reach the next floor, which is level III, Lusha tells you that more Tau soldiers are trying to get in the complex, but they are being stalled outside the prison complex by the Imperial guns. Since you are the only Tau in the base, he tells you to plant explosive charges on all the Imperial artillery so the Tau can come in.

NOTE

THERE ARE FOUR ARTILLERY PIECES ON THIS LEVEL, ARRANGED IN A CIRCLE. THE OBJECTIVE ARROW AND DISTANCE METER WILL LEAD YOU TO EACH ONE, ALTHOUGH THEY ARE ALL VERY CLOSE.



Three Guardsmen protect each artillery station. Once they're down, plant the explosive and move on to the next one.

TIP



TAKE COVER BEHIND THE BOXES. THROUGHOUT THE CIRCULAR CORRIDORS, DUCK BEHIND CRATES WHILE FIGHTING THE GUARDSMEN.



WATCH TOWERS



On your way to the fourth piece of artillery, you pass a set of stairs on your right. Once you destroy the last piece, come back here and go up. Don't take the tunnel down. Objective arrows again point the way, leading you up the tunnels.



When you get to the top of the tunnel, which is level IV, there's a Sniper with his back turned to you. Rush up, kill him, and take his Sniper Rifle. Then quickly duck behind the wall for cover. Three Snipers shoot at you from the opening.

CAUTION

DON'T STAND IN THE OPENINGS ON THIS LEVEL FOR MORE THAN A MOMENT. SNIPERS WILL KILL YOU IF YOU STAND STILL.



Enter the Sniper zoom mode with the secondary fire button and pick off the three Snipers across the courtyard. If you are standing directly in the opening, one is in front of you across the way, another is 45 degrees to your right, and the other is 45 degrees to your left. Use the wall for cover and snipe at them until you kill all three.

NOTE

SNIPERS ARE SIMPLY IMPERIAL GUARDSMEN WHO USE SNIPER RIFLES INSTEAD OF LASGUNS. THEY CAN BE KILLED THE SAME WAY YOU KILL OTHER GUARDSMEN. ONE SNIPER SHOT WILL SNUFF THEM INSTANTLY. OTHERWISE, YOU'LL NEED TO HIT THEM SEVERAL TIMES WITH A LASGUN OR PULSE RIFLE TO BRING THEM DOWN.



The remaining two Snipers are to the left and right of you, so walk along this level to kill them. This whole floor is a circle, so if you run out of Sniper ammo or can't locate the Snipers on the opposite side from where you are, just follow the circle to them.

SECRET OBJECTIVE!

Killing all six Snipers on this level is your secret task. Three are on your side of the level when you enter from the tunnels, and the other three are on the opposite side.

Now follow the arrow on your screen to your current objective, which is to activate the ramp leading to the prison's lower level. The door to the room is guarded by two Imperial Guardsmen. Inside the room is an Imperial Guard Sergeant.



Once you activate the ramp, an alarm goes off. When you leave the room, there are Guardsmen on your left and your right.

Lusha tells you that the way to the lower level is clear, but that you need a key to open the door to the courtyard. To get this key, go back the way you came. On the way down, an Imperial Guard appears. Kill him and continue to level III.



An arrow painted on the wall indicates you can continue going down. Follow this arrow. Go downstairs and prepare for action.



When the stairs stop, you're on level I. One Guard and one Guard Sergeant are to your right. The Guard Sergeant drops a blue key when he dies. Pick it up. Lusha tells you that this key opens the main courtyard doors, which you need to pass to get to the lower prison complex.

CAUTION

LIKE THE PREVIOUS FLOORS, THIS IS A CIRCULAR LEVEL, AND MANY GUARDSMEN PATROL THE FLOOR. SO GET WHAT YOU NEED AND LEAVE QUICKLY BEFORE MORE GUARDSMEN CHANCE

Now, a new objective arrow points you to the courtyard doors. Go left where you went right. Hurry, before more Guardsmen come from the right. Pass through a short set of tunnels leading to a room.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Keep going straight and follow the arrow on your screen. On your left is a blue door. Open it with the key. When you step through, you're in the holding cell where you fought the five Guardsmen and Guard Sergeant. Go up to the middle door and it will open.



Once you enter the courtyard, the Imperials close the ramps and the door behind you. Now you are stuck. From the top of the courtyard, Imperial Snipers shoot at you and Guardsmen lob grenades down on you. You just have to survive for a few seconds. The Tau tell you to hold out while they take out the Guardsmen attacking you.

TIP

STAY AWAY FROM ANY EXPLOSIVE DEBRIS WHILE IN THE COURTYARD. IF A SNIPER HITS IT, YOU COULD DIE IN THE RESULTING EXPLOSION.

All you can do at this point is run around and wait for the Tau to tell you when they have killed all the Guardsmen. Keep moving so the Snipers can't hit you.

Soon, the Tau radio their success, but say they can only hold off the Imperials for a short while.

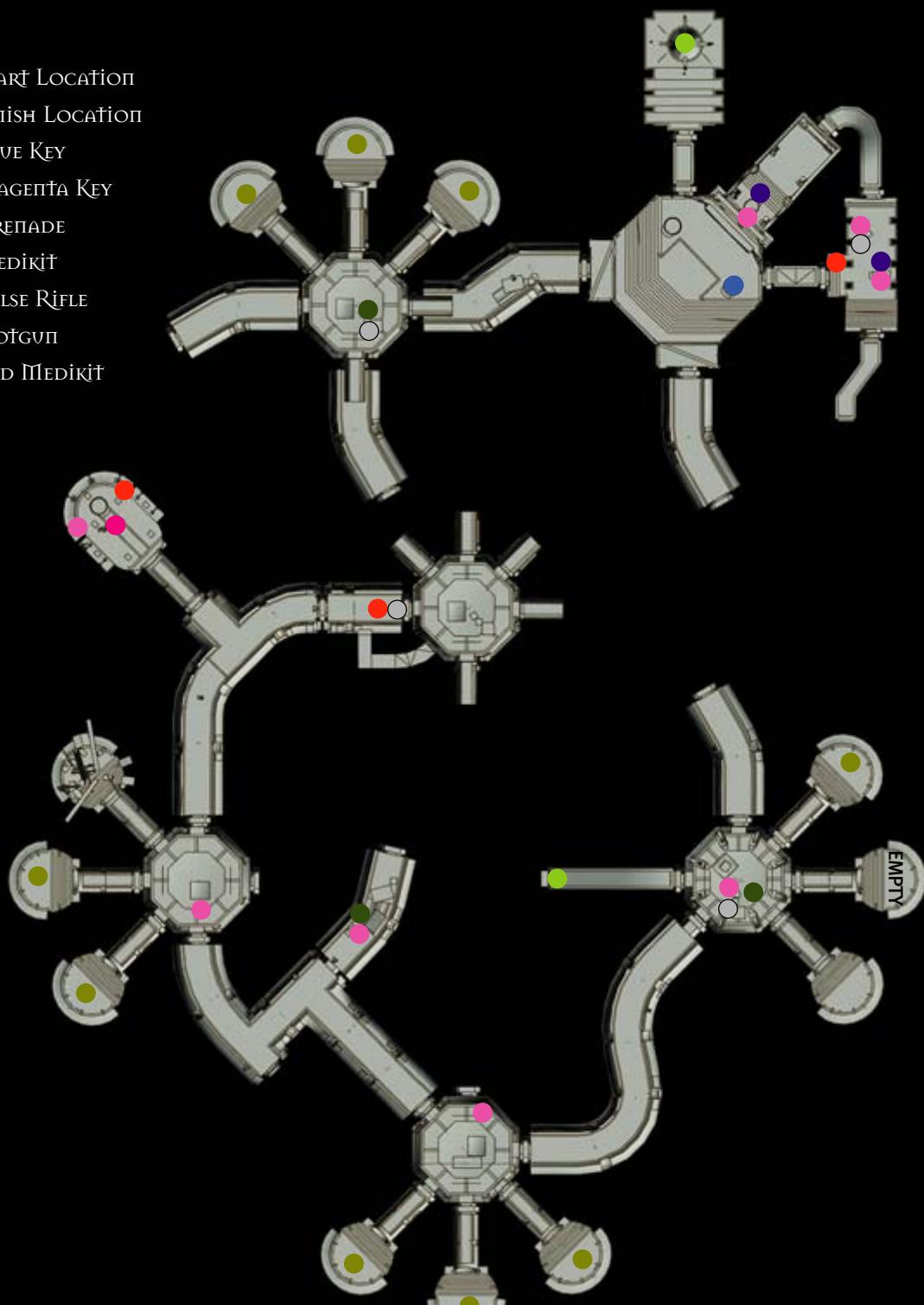


A ramp opens, pointed to by the arrow. Follow it and quickly run through the door. The level ends. Next up is the lower level of the prison—and freedom for Ko'vash.



THE CELLS

- = Start Location
- = Finish Location
- = Blue Key
- = Magenta Key
- = Grenade
- = Pulse Rifle
- = Shotgun
- = Red Medikit



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

Gain access to the deeper levels.
 Find the magenta key.
 Find the blue key.

WEAPONS AVAILABLE

- Lasgun
- Laspistol
- Shotgun
- Sniper Rifle
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Guardsmen
- Imperial Guard Sergeants
- Imperial Snipers

SECRET OBJECTIVE

Free all the Tau prisoners.



Thanks to the alarm, four more Guardsmen arrive via Section B. After they're eliminated, turn to doors I and II.

TIP



A PAIR OF GRENADES SITS ON TOP OF A BOX BY THE MEDIKIT. AGAINST FOUR GUARDSMEN, YOU'LL HAVE A TOUGH TIME SURVIVING THIS FIGHT. SO PICK UP THE GRENADES AND TOSS THEM AT THE GUARDSMEN TO GET RID OF SEVERAL QUICKLY.



Run down the tunnel. Before you reach the door ahead, an Imperial Guard comes out to attack you. After killing him, go inside. There are two Guardsmen in here, and the one directly in front of you on the other side of the room just turned on the alarm.



Rush up to him, shooting him in the back, and then turn off the alarm.



This level begins exactly where the last one left off. You are trying to make your way deeper into the prison complex. There is a door in front of you.



Two Imperial Guardsmen wait inside the room beyond the door. As soon as you enter, one of the Guardsmen sounds the alarm. Kill the Guard in front of you and hurry to the left to turn off the alarm. Then take care of the second Guard.



Shoot the red button to the right of door I, and a grateful Tau warrior comes out. He tells you that more Tau are imprisoned below. Now, go through the door under Section B.

TIP

IF YOU KILL THE GUARD BEFORE HE PRESSES THE ALARM, REINFORCEMENTS WON'T BE CALLED.



Four more soldiers from Section C come running in. Grab the grenades near the door and use them against the Guardsmen to even the odds. After killing them, free the Tau prisoners in here. There are three, in rooms IV, V, and VI. Then head down Section C.

THE CELLS



Down the tunnel, you come to a T junction. On the right, a Guard shoots at you. Kill him and go that way. There are some grenades and a medikit. Stock up, then return to the T junction. Now follow the sign to Section C.



Three Imperial Guardsmen attack you along the way. In Section C, two Guardsmen await. But there is no alarm in here. After killing the Guardsmen, turn toward Section D.



Although no alarm was sounded, three Guardsmen come walking in. After killing them, free the prisoners. There are two, in doors VII and VIII.



Now head under the door that says Section D and Purgatorium. Straight down the tunnel, there's a hallway on your left and a locked door in front of you. You need the magenta key to open it.



Head down the left hallway toward the Purgatorium. At the door, you hear several Imperials talking about torturing the Tau prisoners. You can listen to them or barge in on their conversation.

TIP



IF YOU WAIT FOR THEM TO FINISH, THE DOOR AUTOMATICALLY OPENS. TO INTERRUPT THEM, FLIP THE SWITCH ON THE LEFT WALL.



The room holds two Imperial Guardsmen and one Imperial Guard Sergeant. When he dies, the Guard Sergeant drops the magenta key. Now return to the magenta door.



The key opens a small room with a medikit and some Pulse Rifles. Find an air vent on the right wall. The door in front of you is locked, so shoot the air vent and crawl in.



The vent empties into a large room, where four to five Imperial Guardsmen open fire on you. There is one straight ahead in an unmarked hole, two in hole XI, and one or two in hole X.

TIP

USE YOUR TAU PULSE RIFLE AND ITS MORE ACCURATE SECONDARY SHOT IF YOU HAVE IT. IT IS MUCH MORE ACCURATE THAN THE LASGUN.



After killing them, look down. Descend the ladder below you to the ground floor, where there is a Pulse Rifle and grenades. Free the prisoners behind doors X, XI, and XII. These are the last ones.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

SECRET OBJECTIVE!

Your secret task on this level is to free all the Tau prisoners. They are being held in cells in Sections A, B, C, and D. You free them by shooting the red buttons next to their cells. Once you free all 10 of them, you earn their gratitude and your task is complete.



Now head to the Arbitorum. At the end of the tunnel, the door is jammed. The Imperials see you and decide to blow up the door to get to you.



Four Guardsmen come out. Hurl your grenades at them. Then head into the room, which holds four more Guardsmen. The Arbitorum is huge.



You need a key to enter the blue door to your left. A door to your right does not open. Another door on your right, this one leading to Section E, dead-ends. So for now, the only way to go is straight.



Go up the small set of stairs. At the top is a small turret, and hiding behind it is a Guard. Kill him. Next to his body is a Shotgun. Pick it up, as it will prove to be a very useful weapon. Unfortunately, there isn't much ammunition for it on this level.

NEW WEAPON!

The Shotgun is an awesome weapon that can deliver a powerful punch. At point-blank range, it kills a Guard in one shot. Its secondary fire mode, which is a double shot, will kill an Imperial Guard Sergeant. For more on how to use this weapon, refer to chapter 3, Weapons and Items.



Two Guardsmen come out the door ahead to shoot at you. One shot each from the Shotgun will kill them. Go through the door. It leads to a tunnel to another door. Open the door and get ready to greet a swarm of soldiers.



There are five Imperial Guardsmen here. After you waste them all, a sixth one comes after you from behind. Take advantage of the Pulse Rifles and medikits here. There is also Shotgun ammo. The door at the opposite end of the room is locked, but there is another door on the right. Go through it.



You are back in the Arbitorum, coming through the door that was locked before. There is a Guard Sergeant here now, along with one Imperial Guard and one Sniper. Use the Shotgun to kill them quickly. The Guard Sergeant drops the blue key. Unlock the blue door.

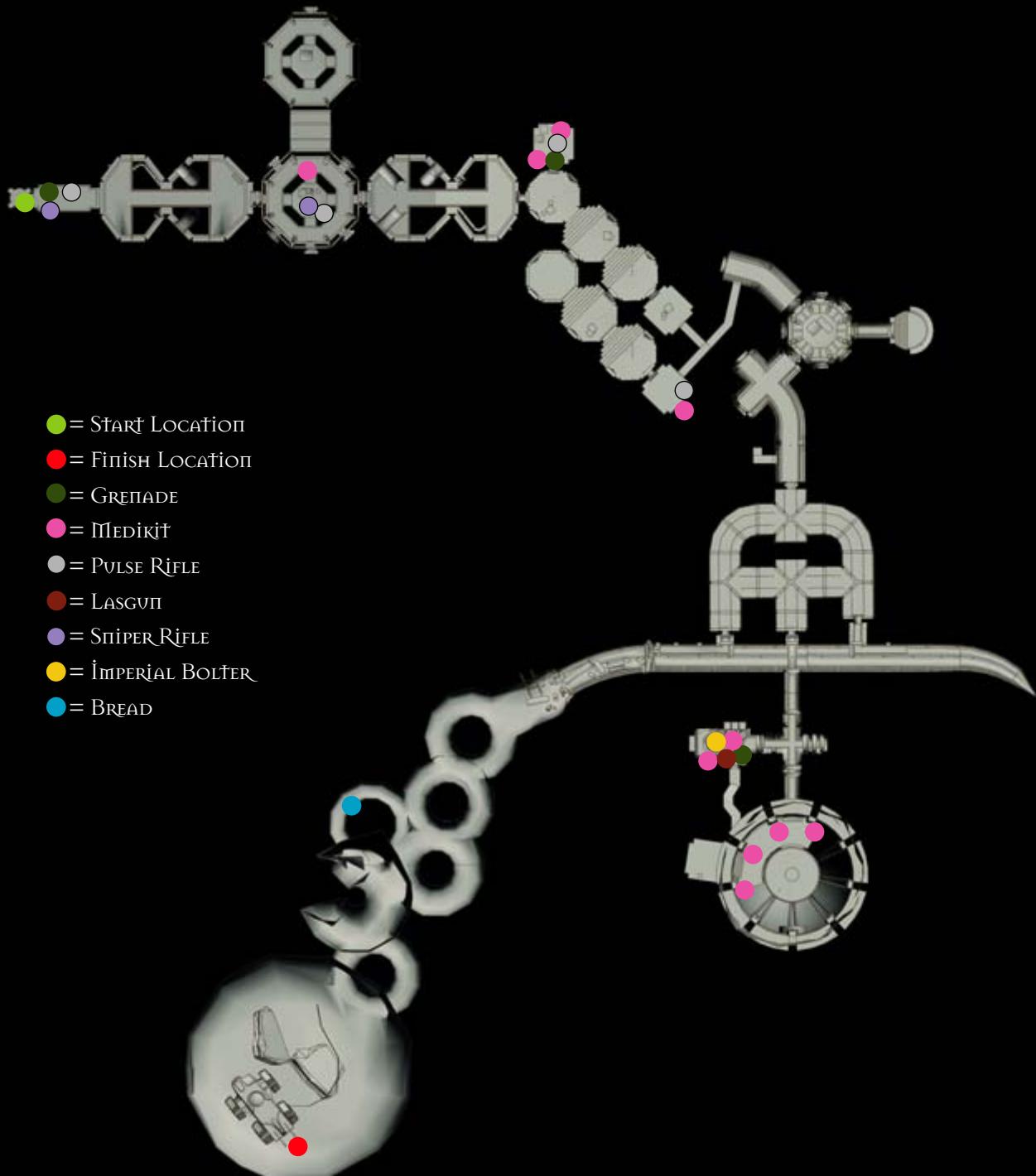
TIP

THANKS TO THE MEDIKITS IN THE PREVIOUS ROOM, YOU SHOULD BE AT FULL HEALTH. SO YOU CAN AFFORD TO TAKE A FEW HITS. RUSH UP TO THE GUARD SERGEANT AND SQUEEZE A DOUBLE SHOT AT HIS HEAD OR TORSO TO KILL HIM. THEN RUSH UP TO THE SNIPER AND SHOOT HIM ONCE. MAKE SURE YOU TAKE THESE SHOTS AT POINT-BLANK RANGE FOR MAXIMUM EFFECT. IF YOU ARE QUICK, YOU WON'T DIE, AND WILL ONLY LOSE SHIELD AND A LITTLE LIFE.



The blue door leads to a hallway and a room. Four Imperial Guardsmen wait here. After you kill them, walk onto the circular platform to descend to the next level.

DEEP LEVEL



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Find Ko'vash.
- Escape with Ethereal Ko'vash.
- Make it to the extraction point.

WEAPONS AVAILABLE

- Bolter
- Lasgun
- Laspistol
- Shotgun
- Sniper Rifle
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Guardsmen
- Imperial Guard Sergeants
- Imperial Snipers
- Imperial Space Marines

SECRET OBJECTIVE

- Pick up the bread on this level.

Last level, you took the lift down to a deeper level of the prison complex. Now the elevator has arrived at the bottom floor.



When the door opens, a long corridor stretches in front of you. At the far end is a door, but some boxes sit to your left, and up ahead some soldiers stand next to flammable crates and barrels.



The first set of barrels conceals two Imperial Guardsmen, and farther down is an Imperial Guard Sergeant with two more Guardsmen.

Hop down from the elevator. Move behind the big metal box to your left to grab some grenades and a Sniper Rifle. The first Guardsmen are standing next to barrels. Use the flammable barrels to your advantage.

TIP



SHOOT THE BARRELS NEXT TO ONE OF THE GUARDSMEN AT THE FAR BACK WITH THE SNIPER RIFLE. AT LEAST ONE OF THE IMPERIALS WILL DIE IN THE EXPLOSION. THE REST OF THE SOLDIERS RUSH YOU NOW. WAIT FOR THE CAPTAIN TO GET CLOSE TO THE DEBRIS IN FRONT OF YOU, THEN SHOOT IT TO SET OFF AN EXPLOSION.



If the Guard Sergeant doesn't die from the explosion, throw a grenade at him. Use your grenades or Pulse Rifle to kill any Guardsmen that survived the explosions.



Head through the door into a huge room. The enemies inside retreat into the next room, and a platform to your left raises to your level.



Five soldiers appear, and one carries a Sniper Rifle. In front of you a Sniper Rifle leans against a crate.

TIP



BEFORE YOU GRAB THE SNIPER RIFLE AND TAKE COVER BEHIND THAT CRATE, SHOOT ALL THE EXPLOSIVE DEBRIS AROUND YOU OR WILL GET HURT FROM THE SPLASH DAMAGE WHEN ENEMIES FIRE IN YOUR GENERAL DIRECTION AND BLOW THEM UP.



Take out all five soldiers with your Sniper Rifle—going for the Imperial Sniper first—then switch back to your primary weapon.

DEEP LEVEL



When they're dead, the door in front of you opens; two Guardsmen and one Guard Sergeant attack you. Go in the door to find another corridor reminiscent of the first. As you make for the door, two Guardsmen come out. Blow them away.



Go through the door into the next room, which holds two more Guardsmen. When they're toast, turn left and go through the door to get a Pulse Rifle, grenades, and a medikit. Go back out and head down the stairs to your right. The other two doors in this room are locked.



As you head downstairs, two Imperial Guardsmen come up the steps from the right to attack you. The room below contains some barrels. You can head straight or go right. Both paths take you to the same place, but the straight path is easier.

Straight ahead, you enter a room with boxes and barrels. Blow up the barrels to reveal an air vent behind them. Shoot the grate in front of the vent and crawl in.

NOTE

YOU CAN ALSO ENTER THE VENT BY THE PULSE RIFLE BY SHOOTING THE BARRELS BLOCKING IT FROM A SAFE DISTANCE.



After a while, you come to another vent, but barrels block it. Destroy them to open that vent and crawl in.



TIP

TO SHOOT THE BARRELS, YOU NEED TO BE CLOSE TO THEM. BUT IF YOU'RE CLOSE, YOU WILL GET HURT IN THE EXPLOSION. INSTEAD, THROW A GRENADE AT THEM FROM A DISTANCE SO YOU DESTROY THEM WITHOUT HURTING YOURSELF.



Crawl through the new vent to a new corridor. Shoot the grate in front of you. A Guard patrols the corridor. Shoot him with your Sniper Rifle. Then hop down and head right.



Go through the door. You are in a new section, Guarded by one Imperial Guard Sergeant and two Guardsmen. Use your grenades, if you have any left, to kill the Guard Sergeant quickly. Finish this battle fast.

NOTE

AVOID A PROLONGED BATTLE AS MUCH AS POSSIBLE BECAUSE YOU CANNOT AFFORD TO GET HURT. THERE ARE NO MEDIKITS IN THIS ROOM, AND NONE FOR A WHILE. IF YOU GET HURT, YOU'LL HAVE NO WAY TO HEAL YOURSELF.



A sign says Confessionorium. Go through the door under it and through the tunnel. A Guard crouches on your right. Kill him. The door behind him is locked, and so is the door in front of you. You must go left.

At the end of the tunnel is another door. It opens into yet more tunnels. Two Imperial Guardsmen patrol here. Shoot them quickly and step through.



Once inside, you can go left or right. There are two Guardsmen to the left and two Guardsmen to the right. And there are still more Guardsmen deeper inside the tunnels.

NOTE

ONCE YOU FIGHT A GUARD, THE OTHERS HEAR AND COME TO HELP HIM. SO ALTHOUGH YOU START OUT FIGHTING TWO GUARDSMEN, YOU MIGHT END UP FACING FOUR OR EVEN SIX. SO TRY TO KILL THEM AS QUICKLY AS POSSIBLE.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

The right-hand path leads to a locked door, where you must go left. The left-hand tunnel takes you to a door that will open, but there is nothing behind it of note. Head right.

CAUTION



IF YOU GO THROUGH THE DOOR ON THE LEFT, DON'T JUMP ONTO THE TRACKS. YOU WILL DIE INSTANTLY.

Both ways thus lead to the same place. If you are coming from the right, you will be looking right. If you are coming from the left, you will be looking left.



In that direction three Imperial Guardsmen and a Guard Sergeant guard a door. Toss your grenades and try to catch as many of them as you can in the blasts.

Now go through the door. You pass over some train tracks. Do not fall over. Then you come to a four-way intersection.



The doors in front and to the left are locked, so you must head right. The room inside looks like a small monitor room.



There are two medikits in here, the first you've seen for some time. In the middle of the room sits a chair. And on top of that chair is a new weapon, the mighty Imperial Bolter, the weapon of choice for Space Marines. Pick this weapon up, as you will definitely need it for the next battle.

NEW WEAPON!

The Imperial Bolter is a great weapon that does a lot of damage. One shot can kill a Guard. It also has a double-shot secondary mode, much like the Shotgun. This secondary shot is less accurate but could hit a target with two bolts. For more on how to use this weapon, refer to chapter 3.



To your left is an open vent near the ground. Crawl through to the prison chamber where Ko'vash is being held and tortured.



From the vent, take out the two Guardsmen with your Tau Pulse Rifle. Once you drop into the room you must fight a Space Marine, who comes out from the door to your left.



Use the Imperial Bolter to do some damage to him. If you run out of ammo, switch to your Pulse Rifle and circle-strafe. If you have any grenades left over, now would be a good time to use them.



BOSS WATCH!



Name: Adeptus Astartes
Unit Type: Imperial Space Marine
Armament: Imperial Bolter
Weak Spots: Head

The Space Marine is like a mini boss on this level. You must kill him to free Ko'vash. He is your toughest opponent yet. Not only is he encased in durable armor, and thus able to withstand more punishment than even an Imperial sergeant, but he also uses a powerful Imperial Bolter. Just a couple of shots will destroy you.

Keep moving to avoid direct hits from his Bolter. The one thing in your favor is the slow firing rate of his weapon. For whatever reason, he does not use the double shot on his Bolter, so you have plenty of time between his primary Bolter shots to shoot him.

Your own Imperial Bolter and grenades do well against him. Four Bolter shots will kill him, as will two Sniper shots to the head. Use the double shot to pound him with rapid-fire blasts, since this secondary shot is actually faster than the primary one.

TIP

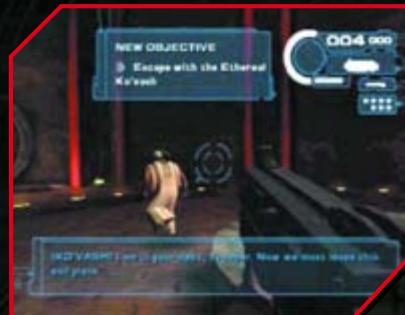
GRAB A LASGUN AS YOU EXIT BECAUSE THE BOLTER HAS LITTLE AMMO AND YOU MAY RUN OUT ON YOUR WAY BACK TO THE DROPSHIP. YOUR ENEMIES IN THE CAVES DON'T DROP WEAPONS.

SECRET OBJECTIVE!

The bread is in a little offshoot of the caves off to the right at the end of the level.



After killing the Marine, pick up his Bolter ammo. Go right to a door. Inside is a switch that will release Ko'vash. When you come out, Ko'vash is free from the torturous energy prison.



He thanks you. Ko'vash then starts to flee, heading through the door the Space Marine came from. Follow him, and do not let him die. Lusha tells you via comm link that they are landing the Orca at an extraction point near the prison. You must escort Ko'vash to the extraction point. Stay close to him and take out any enemies that attack.

TIP

AN OBJECTIVE ARROW POINTS YOU IN THE RIGHT DIRECTION, BUT YOU CAN ALSO FOLLOW KO'VASH. HE KNOWS THE WAY.



As you head out of the room and onto the safe tracks, various Imperial Guardsmen attack you. Take them out quickly with the Bolter.



Once you reach the caves, you're almost home free. Several more Guardsmen chase you, but you don't need to kill all of them—just the ones directly in front of Ko'vash.



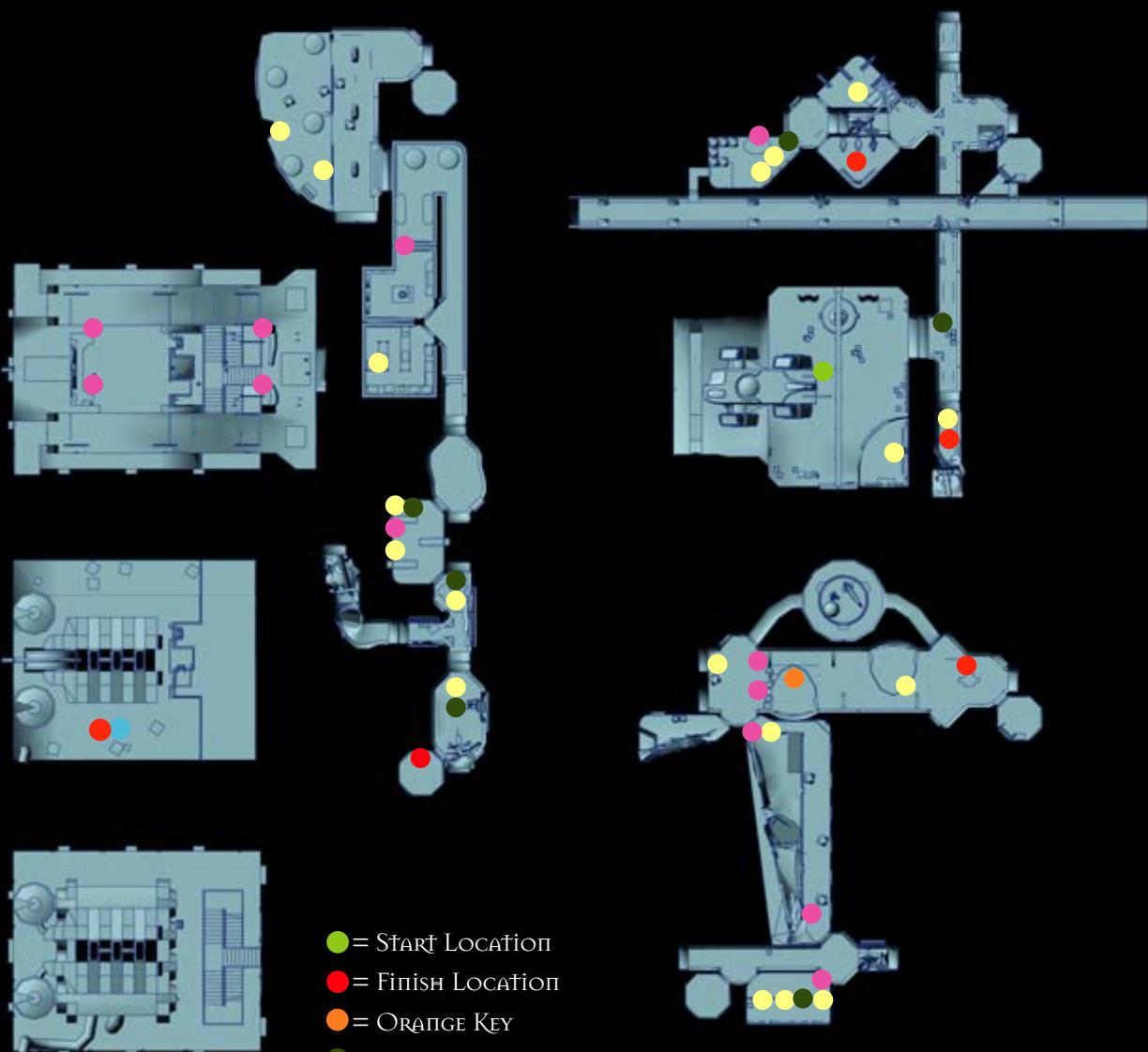
When you clear the caves, you have met your objective. You'll see the Orca ahead, and several Tau warriors disembark to cover you and Ko'vash. Sit back and watch them decimate the Imperial Guardsmen chasing you.



Then hop on the Orca dropship as it departs the extraction point and flies back to your ship. Now rest easy. You've just rescued the Ethereal and are on to the next level.



UNWELCOME GUESTS



UNWELCOME GUESTS

MISSION OBJECTIVES

- Find a different access to the turbo elevator.
- Find and infiltrate the enemy boarding barge.
- Set a charge to destroy the boarding barge.
- Take the elevator to the ship's generator.
- Engage the enemy boarding parties.

WEAPONS AVAILABLE

- Autogun
- Lasgun
- Laspistol
- Tau Pulse Carbine
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants

SECRET OBJECTIVE

Prevent the Tau in the kitchen storage room from being killed.



As soon as this level begins, Lusha has bad news. The Imperials are not letting you go that easily. They are attempting to board your ship and have already latched on with boarding barges. All Fire Warriors must report to stations to repel the invaders.



Follow Lusha and Ko'vash to the command room. You have been promoted to Shas'ui and deserve a better weapon. Lusha tells you to take the Pulse Carbine in this room. Pick it up. It is a vastly superior weapon to your Pulse Rifle.

NEW WEAPON

The Pulse Carbine is a definite upgrade over the Pulse Rifle. You'll never go back to that weapon after this one. The Carbine fires a double pulse shot as its primary firing mode, so it deals more damage than a regular rifle, but it maintains the same rapid rate of fire and the accurate secondary shot. It can also fire your grenades, so it's like a grenade launcher as well, giving you better range and accuracy with your explosives.



Now leave the room. Lusha opens the door, and Imperial Storm Troopers attack. Three Tau warriors are holding them off, but they need your help.



NEW ENEMY

The Imperials didn't send flunkies to board your ship. They sent elite soldiers called Storm Troopers. These enemies are tougher than Regular Guardsmen, and they wield better weapons. Some use Lasguns and Laspistols, and many use the Autogun, which is roughly equivalent to your Pulse Carbine. They're not as easy to kill as the Imperials you've faced previously.



Storm Troopers are attacking. Rush up and take them down with your Pulse Carbine. Grab the grenades in this area.

TIP

DON'T THROW GRENADES INDISCRIMINATELY. YOU MIGHT HIT ONE OF YOUR OWN WARRIOR'S USE YOUR CARBINE FOR PINPOINT GRENADE FIRING AND DON'T SHOOT ONE IF THE STORM TROOPER IS NEAR A TAU. ANY WARRIOR THAT SURVIVE WILL FOLLOW YOU THROUGH THE LEVEL TO HELP YOU FIGHT ENEMIES.



Go left down the corridor. When the door opens, you'll see some Tau running from left to right. They're fleeing Storm Troopers. Wait for an explosion. After it goes off to your right, run out and turn left. Two more Storm Troopers come out of the opposite door.

CAUTION



STORM TROOPER SERGEANTS ARE STRONGER AND DEADLIER THAN STORM TROOPERS, AS YOU WOULD EXPECT. THEY USE LASPISTOLS AND HAVE CHAINSAWS, AND THEY CAN TAKE LOTS OF PUNISHMENT. DON'T LET THEM GET CLOSE, AND KILL THEM WITH A GRENADE SHOT. ONE DIRECT HIT WILL KILL THEM.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

You face two Storm Troopers and one Storm Trooper Sergeant. Gun them down. Proceed through the door on your left. Be prepared. The Storm Trooper inside uses an Autogun.

TIP

TAKE THE AUTOGUN OFF THE TROOPER'S BODY. AS LONG AS YOU HAVE BOTH THE PULSE CARBINE AND AUTOGUN, YOU SHOULD DO WELL ON THIS LEVEL. RESTOCK YOUR AUTOGUN AMMO BY KILLING MORE RED TROOPERS.

Go through this room into the next one. Then take the door on the left. The door on the right takes you to a dead-end room.



In the left room is another Autogun-wielding Storm Trooper. Kill him and head inside. At the far end of the room, look for a grate. Destroy it to make a hole. Crawl through it. Head left and up the ladder. At the top, you come out onto a hallway.



Walk left. It's a long hallway, and in the middle of it, two Storm Troopers attack you. Once you get past them, at the far end of the hallway the door is locked, but there is another hole. Go through it.



You drop onto the turbo elevator, which goes up. When it reaches the top, walk out. You're in a long room. A red medikit lies on the table in front of you, and farther ahead, on the right wall, is an orange door.



Head down the room. Two Storm Troopers and a Storm Trooper Sergeant battle Tau warriors. A wall of boxes at the far end divides the room in two. This is where the Imperials are, along with a mounted Sentry Gun.



Run up to the Sergeant and toss him a grenade. Beware of the Storm Troopers; one of them carries an Autogun. Pick up the orange key off the dead Sergeant and return to the orange door.



The orange door opens into an impressive navigation room with a huge, holographic, 3D star chart. Kill the Storm Trooper here. Go around the hologram.



You exit into the other side of the room. Kill the two Storm Troopers and go through the door on the far left.



Once through the door, you're immediately attacked by two Storm Troopers. Their Sergeant is a ways behind them but could run up if the battle lasts awhile.



UNWELCOME GUESTS

Notice that you've come to a deck where the Imperials have cut a hole into the roof. You are told to secure the area. Two soldiers will rappel down. After the enemies are dead Lusha will send in the Technician. Three more will rappel into the room.



Hurry left along the walkway. A ramp leads down to the lower level on your right, and as you pass it a red Trooper attacks you. After the battle, continue left on the walkway, which veers right. If the Storm Trooper Sergeant did not already confront you, he will be here. Farther down the walkway another Storm Trooper hides behind some boxes.



The door behind him, at the far end of the walkway, is locked, so for now, head down to the lower level.



Lusha tells you to secure the area so he can send a Technician to open the way to the next area. You have to kill every Storm Trooper that drops down, and do it fast. About five or six come down from the ropes before the Technician arrives. These Storm Troopers are all armed with Autoguns. If they kill the Technician, Lusha will send another, but that means fighting more Troopers.

TIP

GO BACK TO THE DOOR FROM WHICH YOU ENTERED THIS ROOM. THE TECHNICIAN COMES THROUGH HERE, SO BY CAMPING HERE, YOU CAN CLEAR HIS PATH AND MAKE SURE NO STORM TROOPERS CAN GET TO HIM.



After the Technician opens the door, go through it. There is a door in front of you and a hallway to the right. Go through the door into a room with a Storm Trooper. Kill him and go inside the room in front of you to pick up the Pulse Carbines and grenades. Go in the next opening as well for more Carbine ammo. Then head out the door on your right. Take the door to your immediate left.



This is an elevator that takes you up to the next level, where Tau warriors are being swarmed by almost half a dozen Imperials. Once you clear the area, go through the door on your left into the kitchen.



TIP

TIP

YOU MUST VANQUISH FOUR STORM TROOPERS AND ONE STORM TROOPER SERGEANT. USE YOUR CARBINE-HURLED GRENADES TO CLEAR THE AREA QUICKLY.



Once you go inside, the door closes and locks behind you to prevent incursions. Head right and engage one Storm Trooper. Two more come in from a door to your left. In a large pantry straight ahead, a Tau cowers.



Go back out the door. You face another Storm Trooper. Kill him and go through the door behind him.



You find another room with a Tau warrior battling three Storm Troopers. Help him out and pass through the door on your right. You come to a room with some grenades and medikits. Watch the door on the far left wall. A Storm Trooper comes through it. Kill him and go through the door.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



You're now in a corridor. Go right and make another right. The door opens and a Storm Trooper is waiting. Take him out. The boarding barge can be seen behind him.



Head into the Imperial barge. Lusha tells you to plant an explosive on it. An objective arrow appears on your screen to point you to the place to set the charge.



When you first enter the barge, a Storm Trooper and Storm Trooper Sergeant attack you. After killing them, descend to the lower level.



Two more Storm Troopers attack you from the bottom of the steps. Follow the arrow and look at the massive engine in front of you. On the right side a ladder leads up.



At the top, you are on a bridge level of some sort. Waste the two Storm Troopers in front of you. Then hurry down the ladder to your left.

TIP

DON'T DAWdle HERE; UNLIMITED STORM TROOPERS STREAM OUT FROM THE LEFT AND RIGHT SIDES ONCE THE MAIN BARGE HAS DOCKED. YOU SHOULD HAVE ENOUGH TIME TO PLANT THE BOMB AND LEAVE BEFORE IT DOCKS.

CAUTION

CLIMB DOWN THE LADDER—DON'T DROP DOWN. IF YOU DO, YOU'LL SUFFER A NASTY FALL AND LOSE LOTS OF HEALTH.

Once you reach the bottom, go around the right side of the machine. The objective arrow points you there. A Storm Trooper lurks behind some boxes on your right side.

TIP

SO YOU DON'T GET CAUGHT FLAT-FOOTED AGAINST THIS STORM TROOPER, WALK SIDEWAYS DOWN THIS SECTION SO YOU CAN SHOOT THE TROOPER AS SOON AS HE SEES YOU.



Once at the objective, plant the explosive. And then get out of there.

NOTE

YOU ONLY HAVE 45 SECONDS TO FLEE THE BARGE BEFORE IT EXPLODES. IGNORE ALL ENEMIES AND JUST RUN.

Race back the way you came. Climb up the ladder, then down the second ladder. Run up the stairs and jump through the hole connecting your two ships. Make sure you run all the way in.

CAUTION

IF YOU STOP JUST INSIDE THE DOOR TO YOUR SHIP, THE EXPLOSION WILL STILL CATCH YOU. GO AS FAR INTO YOUR SHIP AS YOU CAN.

Lusha then tells you that the power generator is under siege. He gives you coordinates to a turbo elevator to that level. Head out the door. You come to a small room with a Storm Trooper.

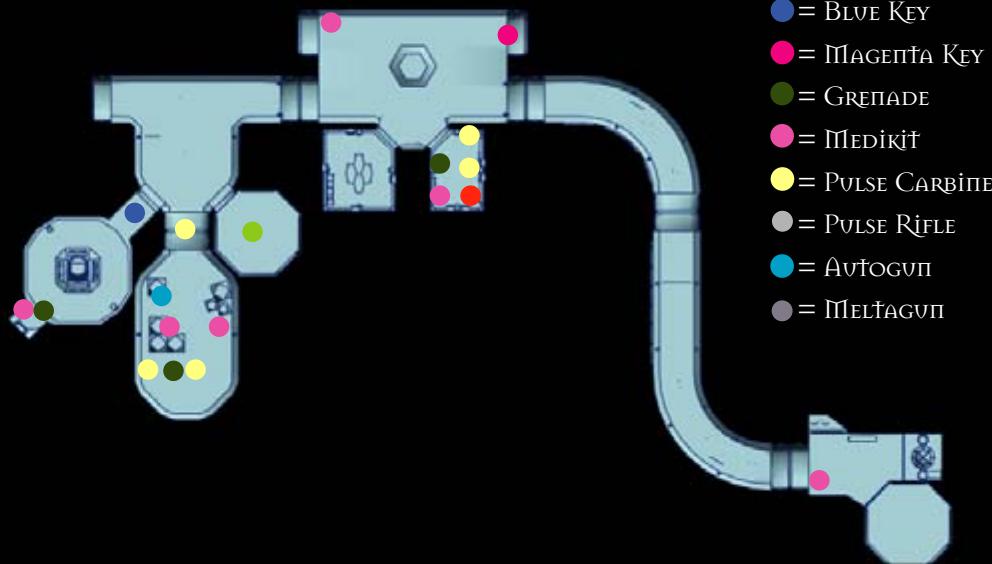


Kill him and proceed to the end of the room, where the elevator is waiting. Your work is far from done.

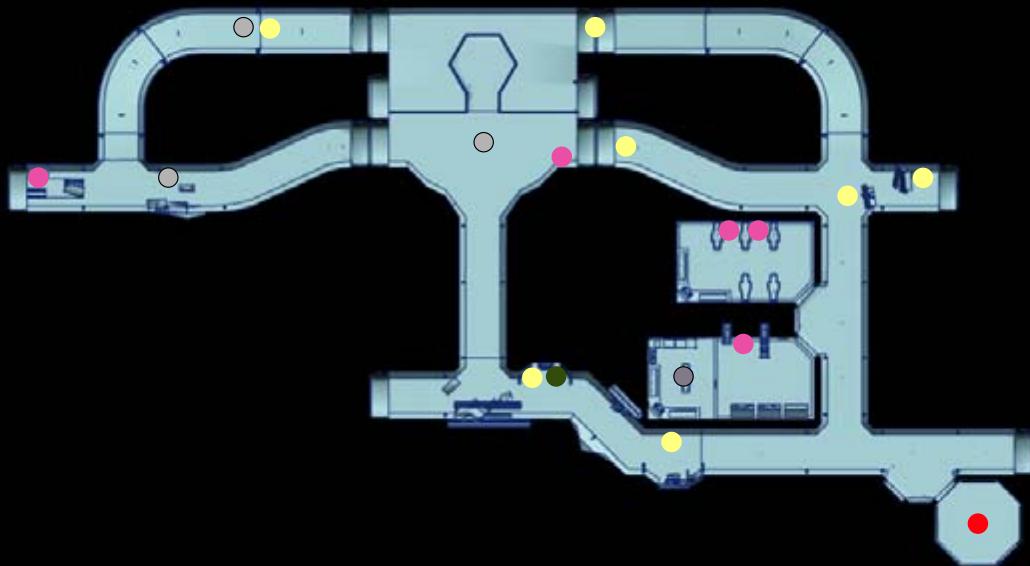
SECRET OBJECTIVE!

You won't know until you complete the level whether you accomplished your secret task. A member of the Tau Air Caste—the tall and lithe aliens—cowers inside one of the rooms in the kitchen area. As long as you rush in and kill the Storm Troopers and don't draw them to him, he should survive. If he does, when you complete the level you'll be rewarded with a secret task complete.

THE INVADERS



- = Start Location
- = Finish Location
- = Blue Key
- = Magenta Key
- = Grenade
- = Medic Kit
- = Pulse Carbine
- = Pulse Rifle
- = Auto Gun
- = Melt Gun



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

Find the elevator to the generator level.
Restore the elevator power.

WEAPONS AVAILABLE

- Autogun
- Lasgun
- Laspistol
- MeltaGun
- Plasma Pistol
- Shotgun
- Tau Pulse Carbine
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants
- Imperial Tech-Priests
- Sentry Guns

SECRET OBJECTIVE

Prevent the storm trooper from killing the Air Caste Tau in the medical bay.

Although you have destroyed the last boarding barge, Imperials still roam your ship. Some have made their way to the ship's generator to wreak havoc. You must protect it.



You begin inside the elevator you entered on the previous level. Once the elevator stops, the door to your left opens and you see a defenseless Tau running for his life as four Storm Troopers infiltrate the area.



Take out the Storm Troopers and secure the area. Once you defeat the four Troopers, a door across from where you entered opens and a Storm Trooper Sergeant armed only with an Autogun attacks you.



Once you finish him off he drops a blue key. The room he came from offers a medikit and some grenades.



Head back out to the main area. To the right (left from the elevator) is a larger door. Inside you can pick up ammo for your Pulse Carbine and Autogun, as well as two medikits and a pair of grenades.



Once you've gotten what you need, look for the blue door. From this room, it is to your right. Unlock it with the blue key.



Two Storm Troopers ambush you right behind the door of this two-level room. Another on the second level shoots at you.



Don't bother with the one on the upper level yet; kill the one in front of you, because he is holding a Shotgun! Get rid of him quickly before he can do major damage to you.

TIP

ONE OF THE STORM TROOPERS USES A SHOTGUN. IT CAN DO TREMENDOUS DAMAGE AT SHORT DISTANCES, SO STAY AT MEDIUM RANGE FROM HIM. THAT WAY, HE CAN'T INFECT MAXIMUM DAMAGE.

NOTE

TAKE THE SHOTGUN OFF OF THE STORM TROOPER. AMMO IS PLENTIFUL, AND THE DOUBLE SHOT FROM THE GUN WILL KILL ANY ENEMY ON THIS LEVEL EXCEPT FOR THE TECH-PRIEST. IT COMES IN HANDY IF YOU ARE SUDDENLY FACE TO FACE WITH A TROOPER. SQUEEZE THE SECONDARY TRIGGER AND HE'LL DIE INSTANTLY. IT'S ALMOST AS GOOD AS A GRENADE, AND THERE'S NO SPLASH DAMAGE. HAVING THE CARBINE GIVES YOU A RAPID-FIRE WEAPON, SO YOU WON'T MISS THE AUTOGUN.

THE INVADERS



Once you kill them, the door to the left on the same wall opens, revealing two more Storm Troopers—but these use Autoguns. They are fighting two Tau warriors, but the Tau will die. Pick up the Pulse Carbines they drop after the battle.



Go through the door and follow the corridor as it slopes up. It leads to the upper level. You must kill three more Storm Troopers first, as they are guarding the hall. One of them carries a Shotgun, so be careful not to engage him too closely.

TIP



THIS LEVEL CAN BE DEADLY. LOOK CAREFULLY AT THE STORM TROOPERS' WEAPONS BECAUSE SOME HAVE SHOTGUNS. THE AUTOGUN AND LASGUN BOTH HAVE BRIGHT MUZZLE FLASHES, BUT THE SHOTGUN DOES NOT. YOU WILL KNOW IT BY ITS LOUD SOUND. WHEN BATTING THESE TROOPERS, ENGAGE THEM AT MEDIUM RANGE WITH YOUR PULSE CARBINE OR AUTOGUN. AT CLOSE RANGE, THE SHOTGUN DOES MORE DAMAGE, SO YOU DON'T WANT TO BE THAT CLOSE. IF POSSIBLE, PUMP A GRENADE AT THEM. ONE WILL KILL THEM.



The corridor ends at a T junction on the upper level. Another Storm Trooper with a Shotgun lurks up here, so be careful. After killing him, go right for some health, then return to the T junction and continue left.



Down the new corridor, you come to a door. It opens and you find yourself on the upper level of the two-level area you were just at.



Three Storm Troopers are locked in combat with two of your Tau brethren. The Storm Troopers are directly in front of you, and the Tau are on your right.



TIP



TWO OF THE STORM TROOPERS USE SHOTGUNS, SO RUN UP AND TAKE THEM DOWN WITH AN INSTANT KILL METHOD, SUCH AS A DOUBLE SHOT FROM THE SHOTGUN OR A GRENADE.

An explosion on the right kills the two Tau, but they leave Pulse Carbines behind. After you kill the three Storm Troopers, a Storm Trooper Sergeant runs into the area from the hallway to your right.

NOTE



ALTHOUGH THE SERGEANT TAKES MORE HITS TO KILL THAN A NORMAL TROOPER, THIS ONE ONLY USES AN AUTOGUN, SO YOU SHOULD NOT HAVE TOO MUCH TROUBLE WITH HIM.

Go down the hallway the Sergeant came from. Then turn left with the hallway. Look for a small bay on your left. You can pick up a Carbine and grenades here.



Continue farther down the hall. You see one of your Tau brethren fall as three Storm Troopers rush you. Keep your Shotgun blazing as you confront them to mow them down quickly.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



As you continue down this hallway, you find a branching hallway on your left and a locked door farther ahead. At the end of the hall, by the door, you spot the turbo elevator slightly to your right. It has been shut down by the Imperials, so you can't go that way as Lusha had intended.



First, you must restore power to the elevator. So go down that hallway on the left you just passed. You soon come upon two doors on your left.



NEW ENEMY

You face two Imperial Tech-Priests on this level. Although they look like bookish priests, they are quite deadly. Their Plasma Pistols have a slow rate of fire but can take down your shield with one hit. They also have shield. Shotguns are not very effective against them, and neither are Carbines or Autoguns, which take nearly a full clip each to kill one. The Meltagun is the only weapon on this level that can kill them quickly. Without it, dodge the first plasma blast and use your rapid-fire weapon to attack while the Plasma Pistol recharges.

Go into the first door to meet your first Imperial Tech-Priest. These enemies are very tough, as they have a shield and wield Plasma Pistols. One shot from the Plasma Pistol wipes out a full shield.



Rush past him to the far end of the room behind the glass screen. On a table lies a new weapon: the Meltagun



Pick up the Meltagun and hold down the trigger. Two seconds of close-range fire from the Meltagun should make short work of the Tech-Priest.



Go back out the door and into the next room, where you find one Storm Trooper and two helpless Tau of the Air Caste.



Kill the Storm Trooper, but make sure the Tau don't die. If you keep the Tau alive by quickly killing the Storm Trooper, you will complete your secret task.

SECRET OBJECTIVE!

Making sure the Tau in here doesn't die is your secret objective. Rush in and take down the Storm Trooper with a quick kill—but don't use grenades, as they could catch the Tau in the blast. If the Tau are alive when the Trooper dies, your secret task is accomplished.



Back out the door; farther down the corridor you come across a four-way intersection where a firefight is occurring. To your left two Storm Troopers and a Storm Trooper Sergeant take on a Tau behind some rubble to your right.

THE INVADERS



After dispatching the enemies, go straight. The left and right ways are dead ends. The corridor descends and curves left.



At the far left are two more doors, behind which you can find Pulse Carbine ammo, grenades, and some medikits. Go through the magenta door.



Enter the room and flip the switch to activate the power to the turbo elevator. Once you do that, the Imperials call in reinforcements. Go back the way you came toward the turbo elevator.



Two Storm Troopers come up to fight you. After you kill the Troopers and get to the end of the corridor, go through a door.



Behind the door is a Storm Trooper and a Sentry Gun. Destroy both. Down the hallway are two more Storm Troopers. When you reach the end of the hallway, you are standing in front of the elevator power room.



When you reach the two-story room, you find two Storm Troopers, one armed with a Shotgun, and a Storm Trooper Sergeant. They are fighting two Tau warriors.



Amazingly, you are back at the two-story room from the beginning of the level. You are immediately greeted by a Storm Trooper Sergeant. Kill him; he drops the magenta key.



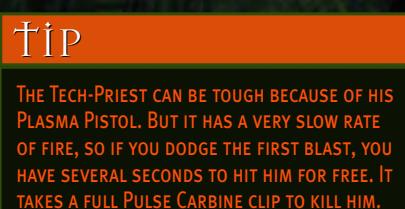
But a Shotgun Storm Trooper blocks your way. Backpedal and kill him quickly. A Tech-Priest in the room comes out to fight you.



REMEMBER THAT THERE ARE MEDIKITS, PULSE CARBINES, AND GRENADES BEHIND THE TWIN DOORS. DUCK IN IF YOU NEED HEALTH OR A BREATHER.



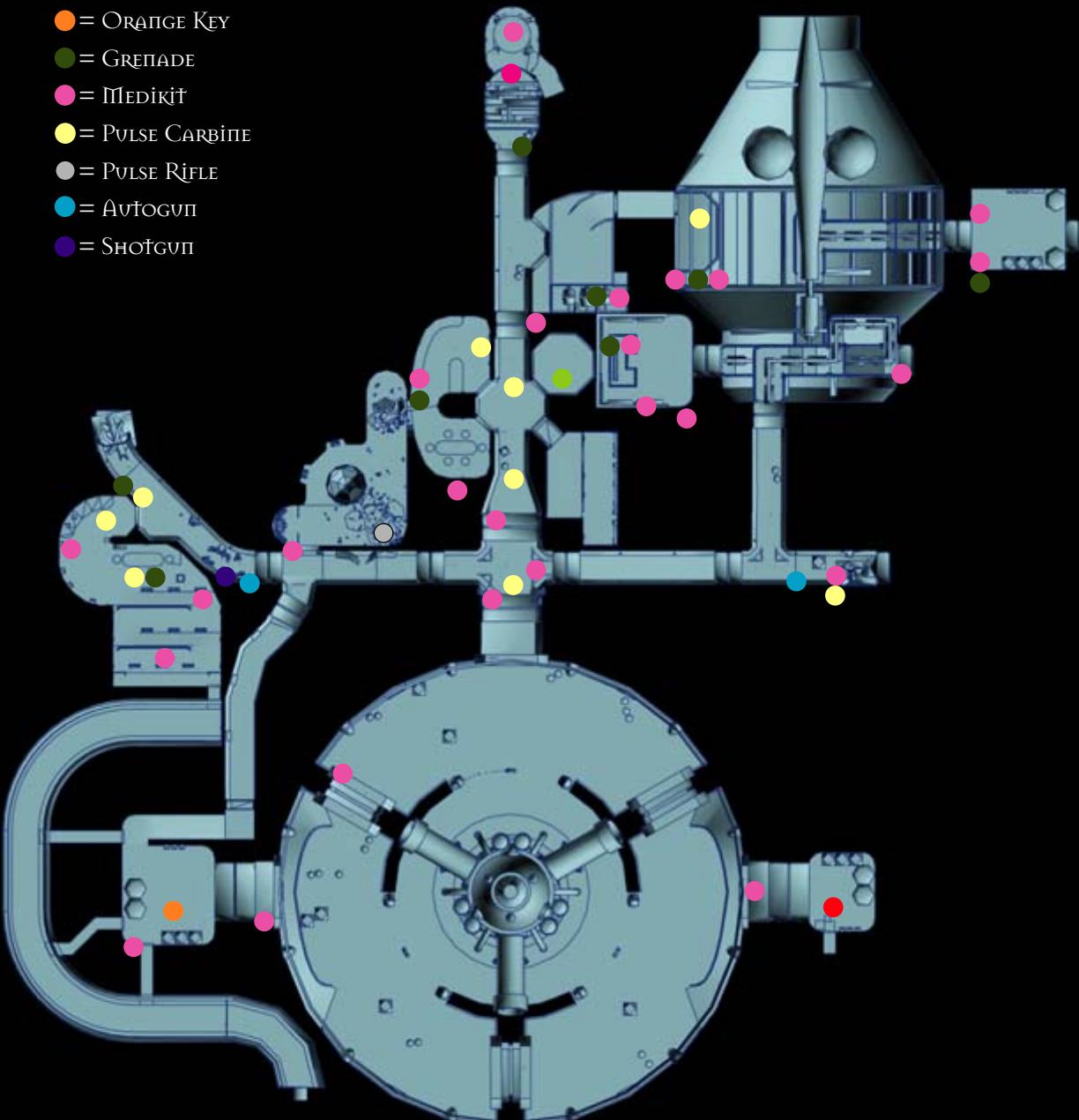
There is one more Storm Trooper. When he's down, turn sharply left to see the magenta door you can open with the key.



Make your way back to the turbo elevator; once you're inside, the level ends.

SYSTEM SHUTDOWN

- = Start Location
- = Finish Location
- = MAGENTA KEY
- = ORANGE KEY
- = GRENADE
- = MEDIKIT
- = PULSE CARBINE
- = PULSE RIFLE
- = AUTOGUN
- = SHOTGUN



SYSTEM SHUTDOWN

MISSION OBJECTIVES

- Find the magenta tri-key.
- Find the blue tri-key.
- Find the orange tri-key.
- Deactivate the force barrier protecting the Sergeant.
- Demolish the force field protecting the power generator.
- Kill all Tech-Priests.
- Locate access to the bridge level.

WEAPONS AVAILABLE

- Autogun
- Lasgun
- Laspistol
- Plasma Pistol
- Shotgun
- Tau Pulse Carbine
- Tau Pulse Rifle

ENEMIES ENCOUNTERED

- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants
- Imperial Tech-Priests
- Sentry Guns
- Servo Skulls

SECRET OBJECTIVE

Kill the Three Imperial Tech-Priests scanning areas of the ship.



You are on your way to the ship's power generator, but when the level begins, trouble starts. Suddenly, the elevator stops, and Lusha asks if you are injured. He tells you that power to the elevator must have failed. You must find another way to the generator before power fails across the ship.



Step out of the door in front of you. Doors abound, and a hallway branches left and right.

Pulse Carbines lie on the floor. Go in either door in front of you; they both open into the same room.



A Storm Trooper waits behind each door; as you fight him, the other Trooper runs over to help. Notice an opening in the wall. Through it is a room.



DON'T FORGET TO GRAB THE GRENADES ON THE TABLE.

Go through the opening; some debris lies in front of you. To your left, Storm Troopers jump down from a hole in the ceiling.



CAUTION

WATCH OUT! A STORM TROOPER RUNS UP BEHIND YOU FROM THE OPENING. FIND COVER SO YOU DON'T GET SHOT IN THE BACK.



Your best bet is to take cover behind the debris to the right. Turn around and take out the Trooper who was shooting you from behind.



Use grenades against the Storm Troopers who dropped down from the hole and are coming at you from the hallway. Three come from the hole. If you are lucky, one grenade can take them all out.



Now, walk toward the hole in the ceiling. Turn right and look for a Sentry Gun guarding a door. Destroy it and go through the door.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



In this hallway you face two Storm Troopers, one in front of you and one on the left. Blow them away. The doors in front of you and to the right are locked, so head left.



Go through the door at the end of the hallway into a room with a large door on your right. It is a tri-key door, locked by three bars of energy. You must find three keys to open it: blue, magenta, and orange. There is another large door on your left and a door in front of you as well.

TIP

PICK UP THE MEDIKITS AND PULSE CARBINES ON THE FLOOR OF THIS ROOM FOR HEALTH AND AMMO.

You find out from Lusha that you need three keys, and your computer tells you that each key lies behind one of the three accessible doors: the one in front of you, the one to the left, and the one you came through.

NOTE

YOU CAN GET THE KEYS IN ANY ORDER YOU WANT. NONE IS ANY MORE OR LESS DIFFICULT TO ACQUIRE THAN THE OTHERS. ONCE YOU GO THROUGH ONE OF THE DOORS, AN OBJECTIVE ARROW APPEARS ON YOUR SCREEN TO LEAD YOU TO THE KEY IN THAT AREA.

Head back the way you came to get the first key. Walk down the corridor; at the end, the door that was locked now unlocks.



When it opens, you see a dying Storm Trooper. Walk over his dead body and continue into the next hallway. You'll see lots of dead Imperials. There is a door on your left, but first, go down to the end of the hallway to pick up some Pulse Carbines and grenades.



Now go through the door on the left. This big room appears to be a command center, and two Air Caste Tau run toward you from the left. Suddenly, an explosion rocks that side of the room, and the Tau die.



Two Storm Troopers on the ground level come out shooting at you. Up ahead, on the upper level, two Storm Troopers open fire. Run past all the computers and up the ladder to kill them.



Find a vent on the left side of the wall in front of you. Go inside and crawl to another corridor.



When you get out, two flying skull-like drones attack you from the right. They shoot Pulse Blasts at you, but are quite weak. A few shots will kill them.

NEW ENEMY!

These Servo Skulls explode and catch on fire when they die. When you kill them, back away or you'll be hurt badly by the flames. They are weak and take but a few shots to kill. They are small, though, and thus somewhat difficult to hit.

Head down the corridor. Another Servo Skull awaits. Destroy it and continue.



As you walk down the corridor, three vents on your left all access the next room, but don't go in just yet. At the end of the corridor take on a Tech-Priest.

SYSTEM SHUTDOWN



Kill him and take his Plasma Pistol. Remember that Shotguns and grenades are wasted on Tech-Priests. Use your rapid-fire gun and dodge his initial plasma attack.



Continue, killing the Storm Trooper along the way. Go through the door at the end of the hallway, turn right, and at the end of this new hallway you are back in the tri-key room.



Walk through the door ahead, into the next hallway, which has another set of twin doors on your right. From the farthest one, out steps a Storm Trooper. Then another comes, and one more appears from the other door to the right.



Now crawl through the closest vent. Once inside you'll see a room with three Storm Troopers and one Storm Trooper Sergeant.



Now go through the large door on the left. Once you open it, three Storm Troopers ahead of you blast away.



Both doors lead to a glass room. Go through the door in front of you onto a balcony overlooking an impressive engine room.

TIP



USE HIT-AND-RUN TACTICS WITH YOUR PLASMA PISTOL. SHOOT ONCE, THEN RUN BACK THROUGH THE VENT, WAIT FOR YOUR PISTOL TO RECHARGE, AND CRAWL BACK IN FOR ANOTHER SHOT. ONE SHOT WILL KILL A STORM TROOPER, AND TWO SHOTS WILL KILL A SERGEANT, SO THIS WEAPON IS VERY POWERFUL, AS LONG AS YOU ARE PROTECTED WHILE WAITING FOR IT TO RECHARGE.

The Sergeant drops an orange key. Pick it up and return to the tri-key door room. You can't climb back up to the vent, so find a new way back. Walk along the left wall and go down the hallway. The hallway slopes down and then turns left.



Lob grenades to clear them out. Walk down the hallway, past a small bulge with twin doors on the left and right. Ahead is a door.



GO THROUGH THE CLOSEST TWIN DOOR ON YOUR RIGHT. INSIDE, A SMALL ARMORY OFFERS PULSE CARBINES AND GRENADES. WATCH OUT, THOUGH, BECAUSE TWO SERVO SKULLS GUARD THE LOOT.



Take out the Tech-Priest and the Storm Trooper on the balcony. Another Storm Trooper sneaks up behind you. Kill him and go back into the hallway.

Follow the objective arrow. Go through the doors in front of you into a control room. Beyond the control room is a reactor core.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Inside the core are two Imperial Servitors and a Storm Trooper Sergeant. You don't have to fight them.



Head left and shoot the three Storm Troopers waiting for you.



Press the button in front of you to flood the core with deadly gas. The door out of the core room closes, and the Imperials inside die. When they've expired, press the button to stop the gas and open the door. Then go inside and pick up the Sergeant's magenta key.

NOTE

THIS IS THE FIRST TIME YOU SEE IMPERIAL SERVITORS, BUT YOU DON'T FIGHT THEM, UNLESS YOU CHARGE INTO THE REACTOR CORE ROOM RECKLESSLY. THEY USE SHOTGUNS EXCLUSIVELY BUT ARE VERY WEAK.

Now backtrack to the tri-key room. On your way, you encounter five Storm Troopers. Kill them all. Go through the final door in the tri-key room.



Two Storm Troopers attack. Blast away, then head down the corridor through the next door and into another hallway.

TIP

ALTHOUGH YOU ARE SUPPOSED TO GO LEFT, YOU CAN HEAD STRAIGHT, TO THE DEBRIS IN FRONT OF YOU, AND GRAB SOME MEDIKITS AND PULSE CARBINES IF NEEDED.



Go through the door in front of you. It empties into a walkway overlooking the engine room. Eliminate the two Storm Troopers there. The walkway spirals down, and ahead it ends at a door. But a walkway branches to the right. For now, a force field blocks it. On the other side of the force field, you see a Storm Trooper Sergeant. He has the blue key.



Go through the door at the end. Once you get in, you face two Storm Troopers, one with a Shotgun. Take him out first.



Press the button on the pedestal console to your right to deactivate the force field. Then head back out. Go down the path that was blocked by the force field before.

CAUTION



THERE IS A GAP IN THE WALKWAY WHERE THE FORCE FIELD USED TO BE. JUMP IT, OR YOU WILL FALL TO YOUR DEATH.

Kill the Sergeant, who is now guarded by two more Storm Troopers. Pick up the key, but continue down this walkway until it ends in another door. Destroy the Tech-Priest inside.



SECRET OBJECTIVE!

Once you kill this Imperial Tech-Priest, your secret task is complete. There are three Tech-Priests to kill on this level.

SYSTEM SHUTDOWN

Now go back to the tri-key room. Open the door into the ship's power generator room.



The room is shaped like a donut, with the power generator in the hole. The generator, though, is blocked off by a force field. Lusha instructs you to plant explosive charges on the field to destroy it. Objective arrows will lead you to each charge location.

The donut is divided into three sections. Each section, guarded by Imperials, has a place to put an explosive charge.



The section you first enter has two Storm Troopers. After you kill them and plant the first explosive, the objective arrow leads you to the next section.



Here you face two Storm Troopers and a Trooper Sergeant, and a third Storm Trooper perches on a ledge to your right.

TIP

YOU SHOULD HAVE ACQUIRED A SHOTGUN BY NOW, AND ITS DOUBLE SHOT IS THE MOST EFFECTIVE WAY OF KILLING ALL THE STORM TROOPERS GUARDING THE POWER GENERATOR ROOM.



The next section is guarded by a Tech-Priest, two Storm Troopers, and a Storm Trooper Sergeant. Annihilate them and pick up the Tech-Priest's Plasma Pistol. After the final charge is set, you have 10 seconds to run up to the ledge. If you don't make it, the resulting explosion catches you, too.

TIP



ATTACK THE TECH-PRIESTS ONE AT A TIME. DON'T ENGAGE THEM AT CLOSE RANGE WITH THE SHOTGUN, EVEN THOUGH IT ONLY TAKES FOUR SHOTS TO KILL THEM. AT CLOSE RANGE, YOU ARE VULNERABLE TO THEIR PLASMA PISTOLS. INSTEAD, SHOOT AT THEM FROM LONG RANGE. FROM THAT DISTANCE, YOU HAVE TIME TO SEE THE PLASMA PISTOL SHOTS AND DODGE THEM BEFORE THEY GET TO YOU. CONVERSELY, YOU CAN SHOOT YOUR OWN PLASMA PISTOL AT THEM, AND THEY DON'T GET OUT OF THE WAY. FIVE SHOTS FROM YOUR PLASMA PISTOL WILL KILL ONE TECH-PRIEST.

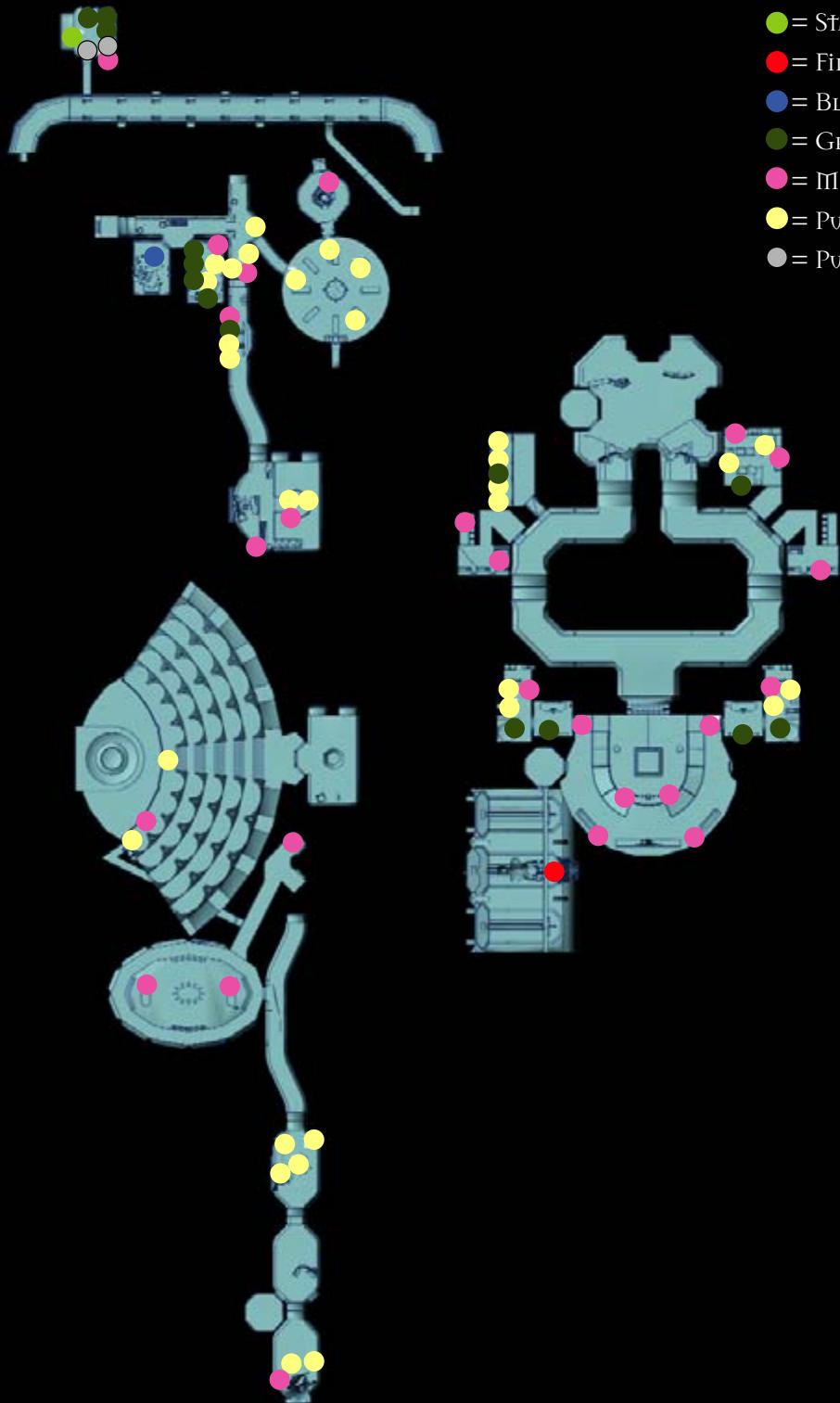
When the force field goes down, attack the four Tech-Priests around the power generator.



After you kill them, Lusha tells you that the attack on the power generator was just a diversion. He needs you back on the bridge. Follow the objective arrow to the bridge access. The level ends.



DIVERSION



● = Start Location
● = Finish Location
● = Blue Key
● = Grenade
● = Medikit
● = Pulse Carbine
● = Pulse Rifle

MISSION OBJECTIVES

Get on the bridge and protect the captain.
Find the blue key.
Activate fans to drain radiation from the corridor.
Get to your boarding pod.
Demolish the blockage in the cinema.
Secure and wait for reinforcements.
Destroy all Space Marines.

WEAPONS AVAILABLE

- Autogun
- Imperial Bolter
- Lasgun
- Laspistol
- Plasma Pistol
- Plasma Gun
- Shotgun
- Tau Pulse Carbine

ENEMIES ENCOUNTERED

- Imperial Space Marines
- Imperial Space Marine Sergeant
- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants

SECRET OBJECTIVE

Find all three Air Caste Tau on the bridge deck.



Make your way back to the bridge to protect the ship's captain. You start in the room you entered after killing the Tech-Priests in the generator room. Pulse Carbines lie on the floor, along with some grenades.



Go through the air vent to your right to a corridor. Down the corridor gas spurts out from the walls in various places.



Don't touch the gas. As soon as you come out of the vent, fight two Storm Troopers.



NOTE

THE GAS DEALS DAMAGE, BUT IT WON'T KILL YOU. YOU CAN RUN THROUGH, BUT YOU WILL LOSE A LOT OF LIFE.

Down near the end of the corridor explosive debris surrounds two Storm Troopers. Shoot the debris to make short work of them.

Walk through the air vent opening on the right-hand wall. It takes you to the computer core area. The trip involves a series of drops—don't worry, you won't suffer falling damage—and then you reach the vent opening.



The vent opens up high above the computer room, so watch your step on your way down. You don't want to fall and die. Two Storm Troopers patrol below. Use the grenade launcher on your Carbine to quickly take care of them.



Find a locked blue door and a short hallway leading to another door. Go through that door. On the other side two Storm Troopers fight a Tau warrior.



TIP

FOR THE NEXT SIX ENEMIES, USE GRENADES. THAT WILL KILL THEM QUICKLY, MINIMIZING YOUR EXPOSURE TO ATTACKS. AND YOU WILL BE ABLE TO LOAD UP ON GRENADES SOON ANYWAY.

Kill the Troopers and look around. A short path to your right leads to a dead end, a corridor stretches straight ahead of you, and there's a door to your left.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



When you approach the door on your left, a force field blocks it off. You must turn on the fan to clear away the radiation. The control room for the fan is behind that blue door in the computer room, so you have to find the blue key.



Go down the corridor until you meet a Storm Trooper. Behind him is a dead end, and to your left are two doors.



One of them is a second blue door that requires the blue key. The other is also locked, but once you kill the Storm Trooper, the computer unlocks it.



The door opens and you face two Storm Troopers and a Storm Trooper Sergeant inside. The Sergeant drops the blue key when he bites it.

NOTE

THIS SERGEANT IS DIFFICULT TO BEAT BECAUSE HE WIELDS A PLASMA PISTOL. IF HE HITS YOU, YOUR SHIELD IS GONE. TAKE HIM OUT QUICKLY WITH A GRENADE. THEN PICK UP THE PLASMA PISTOL.

Go back out and open the blue door next to you. The stash here includes Pulse Carbines, medikits, and eight grenades. An objective arrow points you back to the fan control room.



Run back to the computer core and go through the blue door. Enter the room and kill the Storm Trooper. Go to the control panel and press it.



Swarms of Storm Troopers flood the computer room. When you step out of the fan control room, you must battle a Storm Trooper Sergeant and four Storm Troopers.

TIP



THROW A GRENADE AT THE SERGEANT TO KILL HIM RIGHT AWAY, THEN USE THE PLASMA PISTOL TO KILL THE STORM TROOPERS. ONE SHOT SHOULD BE ENOUGH TO KILL A TROOPER. PICK UP THE SERGEANT'S PISTOL SO YOU HAVE A ONE-SHOT KILL WEAPON AGAINST THE TROOPERS ON THIS LEVEL.

Go back to the door that was blocked by radiation. It's now clear. Step through and walk down the long passageway to another area. Along the way, you can pick up a medikit, a pair of grenades, and some Pulse Carbines littering the floor.



As you walk down the corridor, an Air Caste Tau comes running toward you, fleeing two Storm Troopers. Kill the Troopers and make your way to the door at the end of the passageway.



When you open the door, you find yourself on the upper level of a two-story area. In front of you two Storm Troopers fight a Tau warrior. Kill them and walk to the far left corner of the room to a ladder down to the ground floor.

DIVERSION



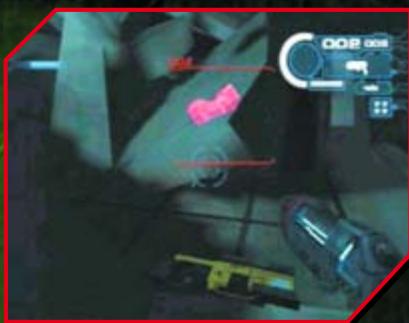
Climb down the ladder and greet the four Storm Troopers waiting for you. Once you take them out, go through the twin doors. An objective arrow appears and points you to them.



Both doors take you to the same area—a theater. You are at the top. A Tau warrior battles three Storm Troopers.

TIP

USE NIGHT VISION TO SEE ENEMIES IN THE DARK ROOM.



Once you kill the three Troopers, Lusha says that the way ahead is blocked; you need to place an explosive charge. The arrow directs you to some debris at the bottom left corner of the room.



Once you set the charge, four more Storm Troopers attack. They enter the theater from where you came in.

CAUTION

WHEN YOU ARE FIGHTING THESE ENEMIES MAKE SURE THAT YOU STEER CLEAR OF THE EXPLOSIVE CHARGE. IT IS SET TO BLOW IN 45 SECONDS, SO KEEP AN EYE ON THE TIMER WHILE YOU ARE FIGHTING. MAKE YOUR WAY TO THE TOP OF THE THEATER BEFORE THE TIMER REACHES ZERO.



Once the debris clears, a vent is visible behind where the rubble was. Crawl in. At the end of the vent, go up a ladder to a grill. Shoot it and hop out into the hallway.



Go right and spot two Storm Troopers ahead. Take them out with your Plasma Pistol if you have any ammo left. You are in a large conference room, where three more Storm Troopers and one Storm Trooper Sergeant await.



This battle is difficult, because the Sergeant is using a Plasma Pistol. Kill him with a Carbine-tossed grenade, pick up his pistol, and kill the troopers with one shot each.

NOTE

REMEMBER THAT RED STORM TROOPERS ARE TOUGHER AND TAKE TWO PLASMA PISTOL SHOTS TO KILL.

TIP

IN THIS FIGHT, YOU COULD LOSE A LOT OF HEALTH. FORTUNATELY, THERE ARE TWO MEDIKITS HERE.



Once you have dispatched all the enemies, the only door explodes and one red Storm Trooper enters. Kill him with two pistol shots and go through the way he came. You come to a corridor.



To your left a Tau warrior rushes toward you, and to your right an Air Caste flees from two Storm Troopers. Take the two Troopers out and head for the door behind them.



This room contains three Storm Troopers. One is directly in front of you, and the other two are in the back.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

TIP

KEEP AN EYE ON THE EXPLOSIVE DEBRIS IN THIS ROOM. IF A TROOPER GETS CLOSE TO IT, SHOOT IT, AND THE EXPLOSION WILL TAKE HIM OUT.

Once you take care of them, head to the next room. There you see three more Storm Troopers along with a Tau soldier. One of the Troopers is right in front of you.



The other two, and the Tau, are near the middle of the room, where there also happens to be some explosive debris. Aim for the debris to kill two of the Troopers. The Tau soldier will survive the blast.

At the far end of the room is an opening to another room, flanked by two locked doors. Go to the next room to find some Pulse Carbines and a medikit.



Once you reach the far end of this room, Lusha says you must kill all enemies before you can pass. Then three new Storm Troopers enter the previous room. Go back and kill them. Once they are dead, you're directed to a turbo elevator to the right of the opening in the previous room.



The elevator takes you to the bridge deck. You enter a room where some Tau and Storm Troopers are fighting each other from behind barricades.



The Storm Troopers are on the right side of the room behind two barricades, and the Tau are on the left side behind their barricades.



Run up to the Storm Trooper barricades. Two hide behind each one; kill them. The Tau warriors come out from hiding to destroy both Storm Trooper barricades, revealing a door.

Go through the right-hand door, kill the two Storm Troopers in the hallway, and start walking right. Behind the first door to your right, a room contains Pulse Carbines and grenades.



The next door on your right brings you to sleeping quarters, and a Tau cowards in the shower stalls. Finding three frightened Tau is your secret objective. Go back out; at the end of the corridor a large door opens into another hallway.



As you walk along, you spot two Storm Troopers and one Sergeant. They guard a large red door on the right. Behind this door is the bridge, but don't go in just yet.

Continue down the hallway and through the doors. There are two doors on your right, and two Storm Troopers. Kill the Troopers.

NOTE

AT THIS STAGE OF THE GAME, CONSERVE YOUR GRENADES. YOU WILL NEED THEM SOON. RESORT TO OTHER METHODS FOR KILLING THE STORM TROOPERS HERE.





The first door on your right opens onto more sleeping quarters and another cowering Tau. Behind the second door, you find a third frightened Tau and some grenades.

SECRET OBJECTIVE!

Your secret task is to find the three cowering Air Caste Tau. They are all on the bridge level.

Backtrack to the red door. Make sure you picked up all the grenades you could find before entering the bridge. You are charged with the new objective of protecting the captain of the ship. Go ahead and look around.



Take note of where all the medikits are. After inspecting the area, head for one of the doors to the left or right of the entrance to the bridge. It doesn't matter which door you go through. Each door leads to two rooms with ammo, grenades, and medikits.

Once you reach the far end of these rooms, you hear the sounds of a new enemy unit entering the bridge. Go back to the bridge and protect the captain!



Four Space Marines and one Space Marine Sergeant are on the bridge already, attacking. Equip your Carbine and start pumping your grenades at them.

NOTE



THIS ISN'T THE FIRST TIME YOU'VE FACED A SPACE MARINE, BUT NOW THERE ARE FOUR, PLUS A SERGEANT! THEY ARE EXTREMELY TOUGH TO KILL AND CAN DEAL LOTS OF DAMAGE. TAKE THEM ON ONE AT A TIME WITH GRENADES. IT TAKES TWO GRENADES TO KILL EACH MARINE. TAKING OUT THE SPACE MARINE SERGEANT REQUIRES THREE OR FOUR. YOU MUST BE FAST, AND DROP THEM QUICKLY, BECAUSE YOU CANNOT AFFORD TO BE SURROUNDED BY FIVE MARINES.

TIP

WHEN YOU COME INTO THE BRIDGE AFTER THE ATTACK, TWO MARINES AND THE SERGEANT ARE ON THE TOP LEVEL OF THE BRIDGE AND THE OTHER TWO ARE ON THE BOTTOM BUT MAKING THEIR WAY UP. AS SOON AS YOU KILL YOUR FIRST MARINE, TAKE HIS WEAPON. THE IMPERIAL BOLTER OR PLASMA GUN WILL BE BETTER THAN YOUR CURRENT WEAPON. USE THIS WEAPON WHEN YOU RUN OUT OF GRENADES.



NEW WEAPON

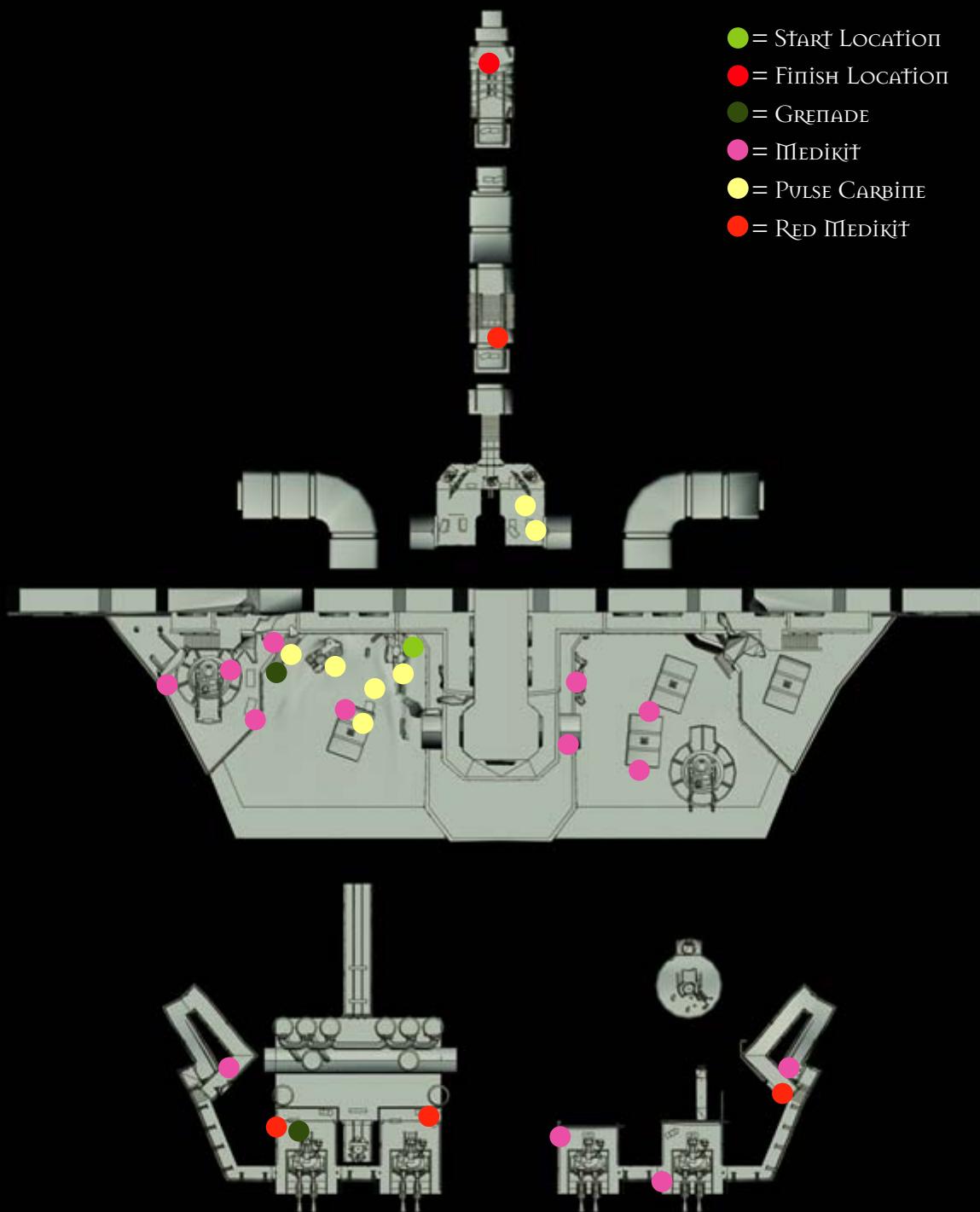


This is the first time you see a Plasma Gun. It is a powerful weapon, faster and stronger than the Plasma Pistol, and it packs a bigger punch than even the Bolter. Only one Marine has a Plasma Gun. If you came in from the right-hand door, he is the Marine closest to you. Pick up his weapon after you kill him. It takes two shots from the Plasma Gun to kill a Space Marine (as opposed to four Bolter shots) and three shots to kill the Sergeant. For more information on the Plasma Gun, refer to the Weapons and Items section.

Once you have killed all five Marines, Lusha tells you that you've repelled all boarders, and it is time for a counterattack. Follow the objective arrow to the elevator and the hangar. You are about to board a pod to infiltrate the Imperial ship. When you hop on the boarding pod, you're taken to the next level.



CLEAR THE DECKS



CLEAR THE DECKS

MISSION OBJECTIVES

Destroy the gun on the upper deck.
Infiltrate Deck A to destroy
artillery.

Gain access to the central area.
Infiltrate Deck B to destroy guns
and artillery.
Eliminate the reinforcements.
Locate the control room and dis-
able the deck shield.

WEAPONS AVAILABLE

- Autogun
- Imperial Bolter
- Shotgun
- Tau Pulse Carbine

ENEMIES ENCOUNTERED

- Imperial Space Marines
- Imperial Servitors
- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants

SECRET OBJECTIVE

Shoot a barrel high on a ledge on
Deck B.



This level begins once you land on the surface of the Imperial ship. If you look across the stars, you can see your own vessel.



There are other Tau warriors with you, and four Storm Troopers attack. One is on ground level with you, and three are coming down the stairs to your right.



Kill them and make your way up the stairs. Lusha tells you that the Tau offensive cannot proceed as long as the Imperial guns are working. He tells you to destroy the guns. An objective arrow points you in the right direction. Follow it.

TIP

ON THIS GROUND LEVEL, YOU CAN FIND PULSE CARBINES, GRENADES, AND MEDIKITS. STOCK UP BEFORE GOING UPSTAIRS.



When you get to the upper level, follow the arrow until you see the gun ahead. Three Storm Troopers guard it. The gun is firing at your ship. One Trooper is immediately apparent. Shoot him and approach the gun. The other two Troopers are hiding behind the boxes to your left. They come out as you walk past them.



Go around to the front of the gun. There is a hole in the floor that you can drop down. The arrow points that way.



But there are two Storm Troopers down there and one Sergeant. Take the ladder and then stairs in front of you down to the gun's base. Kill the defenders and plant the explosive charge. Then get out of there.



When you climb back out the way you came, two Storm Troopers are waiting for you. Blow them away. Now you have to infiltrate the first deck on the ship to destroy the artillery there.



NOTE

UNLIKE IN OTHER LEVELS, THERE AREN'T MANY WEAPONS LYING AROUND FOR YOU TO PICK UP. YOU'LL GET MOST OF YOUR WEAPONS FROM FALLEN ENEMY SOLDIERS. YOU CAN PICK UP AUTOGUNS, SHOTGUNS, BOLTERS, AND A SNIPER RIFLE.

Follow the objective arrow. Go down the stairs and hug the wall. Follow it forward to a blasted door on your right. Go inside. Kill the Trooper in front of you and keep walking down the hallway. As you follow the hallway down and around, you confront four more Storm Troopers, one at a time.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



At the end of the hallway a door opens into a room with a large artillery cannon, guarded by three Storm Troopers. Eliminate them.



Go around the gun to a door on the other side of the room. As you approach it, first one and then a second Imperial Servitor come out to attack.

NEW ENEMY

You have seen Servitors before, but now, they attack! They are weak, so it takes only a few shots from the Autogun to kill them. But they use Shotguns, so if they get close, they can do a lot of damage.



After the Servitors have been wiped out, go through the door. A Storm Trooper guards another artillery cannon. Kill the Trooper and plant an explosive charge on the gun.

Return to the previous room. When you get there, the charge takes out the gun. Take care of the new Storm Trooper in this room and plant a charge on this gun.

TIP



WHILE YOU ARE PLANTING YOUR CHARGE, A STORM TROOPER COMES IN FROM THE RIGHT-HAND DOOR. STOP AND KILL HIM BEFORE RESUMING YOUR DEMOLITIONS WORK. FACE THE DOOR WHEN PLANTING THE CHARGE SO YOU CAN SHOOT HIM AS SOON AS HE ENTERS THE ROOM.

Set the charge and get out of there, going back to the hallway you came from. Now you are supposed to gain access to the central area.



On the way up, fight two Storm Troopers. Come back out to the surface of the ship.



Five Storm Troopers are waiting to attack you. Some are close and others are far away. There could be more, so don't stay to fight them all. Just run straight across to the large doorway opposite you.



When you run through the door, it closes behind. You have now gained entry into the central area. Lushai tells you to infiltrate the next deck and destroy the guns there. An objective arrow points you in the right direction.

NOTE

THE CENTRAL AREA IS FILLED WITH STATUES OF SPACE MARINES. REMEMBER THIS AREA. YOU WILL BE BACK.



Other Tau warriors stand here. Follow the arrow to another door, which is locked. Flip the switch to the right to open it, and go through. The switchbox for the next door is on the left. Open it and go through.



The door opens onto another surface area of the ship. Avoid the numerous Storm Troopers by running straight across. The arrow tells you that you are going in the right direction, but just run straight.

CLEAR THE DECKS



At the opposite end of the deck you will find a door. Behind it is a set of sloping corridors that will take you to the second set of artillery guns. You'll have to fight four Storm Troopers along the way before you get to the door that leads into the artillery room. But before you go in this first door, walk to the left to fulfill your secret objective.



Plant a charge on the artillery cannon here. Then go through the door to the gun's right. A Storm Trooper patrols the hallway.



At the top you will see the artillery cannon. Beware of the Storm Troopers guarding it.



The next room contains another gun, along with two Storm Troopers and a Servitor. Kill them and plant the second explosive charge. Go back the way you came. Another Storm Trooper is in the hallway, and then when you get out to the first room, there's another one.

There is a hall behind the first cannon. The last bomb must be placed this way. Go down the corridor, which slopes up and then back.

NOTE

THE STORM TROOPERS IN THIS AREA RESPAWN. EACH TIME YOU KILL ONE, LEAVE A ROOM, DESTROY A GUN, AND RETURN THE WAY YOU CAME, A NEW STORM TROOPER IS WAITING FOR YOU.



Plant the explosive and get out of there. Leave via the same hallway. On the way up, you fight at least three Storm Troopers. Leave quickly, as more could respawn.



Lusha now tells you to eliminate the reinforcements. He doesn't tell you that those reinforcements are five Space Marines.



Go through the door and engage two Servitors. When you kill the second one, a third Servitor and a Storm Trooper come up from behind.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



When you emerge onto the surface, five Marines are waiting for you. A Tau has killed one, so pick up his Bolter.

TIP

THE MARINES ARE TOUGH TO BEAT. MANEUVER AROUND THEM. THEY ARE SLOW, SO CIRCLE-STRAFE. USE GRENADES OR THEIR OWN BOLTERS, ONCE YOU PICK ONE UP.

NOTE

ALL FIVE MARINES CARRY BOLTERS. PICK UP MORE AMMO FOR THE BOLTER FROM THEIR DEAD BODIES. THE BOLTER IS A POWERFUL WEAPON THAT CAN KILL STORM TROOPERS WITH A SINGLE SECONDARY FIRING. DON'T USE IT AT POINT-BLANK RANGE, THOUGH, AS IT DOES SPLASH DAMAGE THAT COULD HURT YOU. BACK UP A MINIMAL DISTANCE WHEN USING THE GUN.

After you have killed all five Marines, Lusha tells you to deactivate the shields. Go back to the central area. Once you enter, go through the doors, then head right.



A flight of stairs leads up. Along the way, three Storm Troopers try to stop you. The Bolter will kill them quickly. The second level has nothing of interest, so keep walking up.



At the top level, press the switch on the wall. The floor beneath you is an elevator, and it lifts you up. When you reach the top, a door opens behind you. Turn around; you are in the control room for the shields.



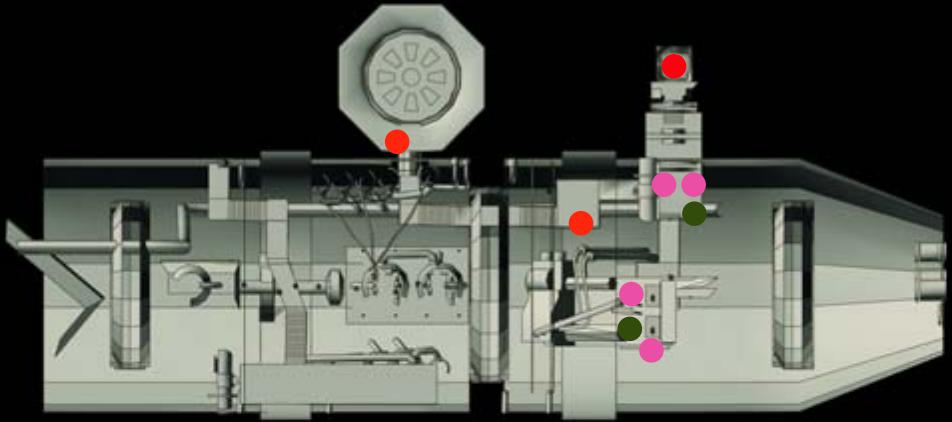
Inside lurk two Storm Troopers and a Storm Trooper Sergeant. Press the button that the Sergeant was standing in front of to deactivate the shields.



Lusha congratulates you on your job well done, and says the boarding can proceed thanks to your efforts. On the far end of the room, a door opens and a Tau soldier tells you to follow him. The level ends.



POWER HOUSE



● = Start Location

● = Finish Location

● = Orange Key

● = Grenade

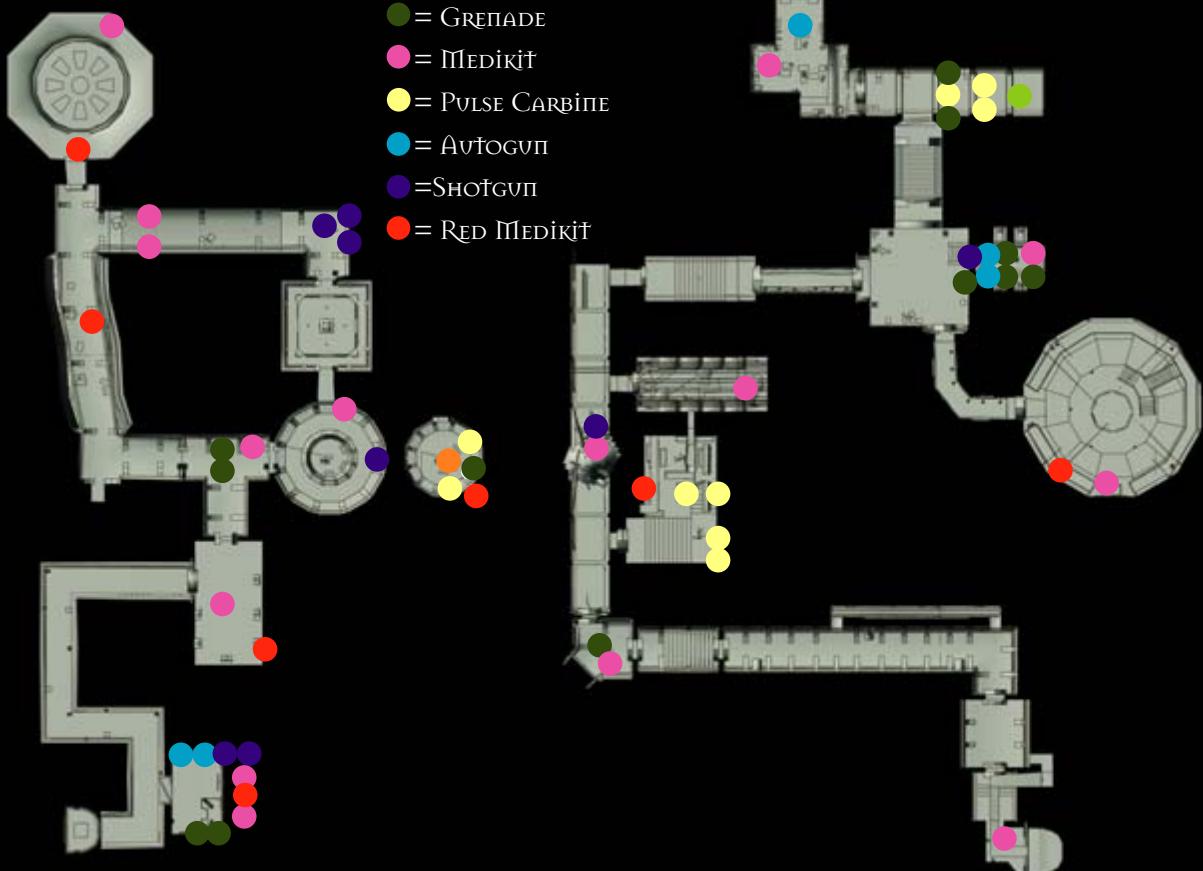
● = Medic Kit

● = Pulse Carbine

● = Auto Gun

● = Shotgun

● = Red Medic Kit



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Find the orange key.
- Distract the Space Marine and find a way around.
- Find the magenta key.
- Open the security door and negotiate the cameras.
- Disable the engines.

WEAPONS AVAILABLE

- Autogun
- Imperial Bolter
- Plasma Gun
- Plasma Pistol
- Shotgun
- Tau Pulse Carbine

ENEMIES ENCOUNTERED

- Imperial Space Marines
- Imperial Servitors
- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants

SECRET OBJECTIVE

Do not set off sentry alarms.

As the level begins, Lusha tells you that the Imperials are trying to escape. You can't let that happen, so it is off to the engine room to disable their engines.



You begin in the next room from where you left off in Clear the Decks. You are in a long hallway with two Tau warriors. Follow them down the hallway.



Pass the closed gate on your left and go through the door in front of you. A Storm Trooper Sergeant wielding a Plasma Pistol attacks from the right.



Descend a ramp to a large room with three doors.



One is in front of you, one is to the left, and one is to the right. Your fellow Tau tell you to wait, as Imperials are on their way.



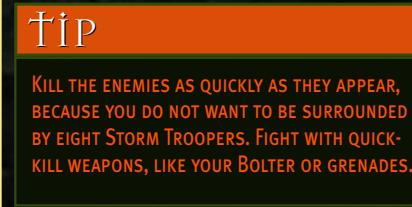
TIP

SIDESTEP INTO THE ROOM FACING RIGHT SO THAT YOU CAN FIRE AT THE SERGEANT AS SOON AS YOU ENTER.

Two Storm Troopers back up the Sergeant. Your Tau friends won't come in until you've killed everybody. When you're finished, go back to the door.



Find a switch on the opposite wall and flip it. Now return to the hallway and the newly opened gate.



TIP

KILL THE ENEMIES AS QUICKLY AS THEY APPEAR, BECAUSE YOU DO NOT WANT TO BE SURROUNDED BY EIGHT STORM TROOPERS. FIGHT WITH QUICK-KILL WEAPONS, LIKE YOUR BOLTER OR GRENADES.

POWER HOUSE



Your Tau friends went through the right-hand door. Follow them to a magenta door. You need a magenta key to open it. Go back out to the large room and through the left-hand door. This room holds eight grenades, a Shotgun, and an Autogun.

Go back out and through the door in front to a long corridor that curves left and ends at a door.



The door opens onto an enormous circular library. Two Storm Troopers and one Storm Trooper Sergeant patrol the ground level. Three more Troopers and two Servitors guard the second level. They come down to attack you.

TIP



SHOOT THOSE GRENADES YOU JUST GOT, USING YOUR PULSE CARBINE. WITH THAT MANY ENEMIES AROUND, YOU NEED TO KILL MANY IN AS SHORT A TIME AS POSSIBLE. THE GRENADE IS THE WAY TO DO IT, ESPECIALLY WHEN ASSISTED BY THE CARBINE.



After you kill everyone, take the magenta key off the Sergeant's body. Go back to the magenta door. Beyond it is a stairwell.



One Trooper stands at the top of the stairs, and at the bottom, guarding a door down there, are two more.



While you battle these Troopers, another one comes out from the door. Kill them all. At this point, your fellow Tau say they must part company. You are on your own.



Go through the door at the bottom of the stairs into a hallway. Walk left. At the end is a door on the left.



TIP

KEEP WALKING FORWARD TO FIND A SHOTGUN AND MEDKIT.

Go through the door; suddenly, two Servitors and a Shotgun-wielding Storm Trooper attack you. Quickly run back.



Three point-blank Shotgun blasts will kill you. Backpedal quickly and shoot a grenade if you have one. Start rapid-firing with your Carbine or other automatic weapon from a distance, or lay down a wall of double-shot Bolter fire if you have that weapon.



Catch your breath after the battle, then go through the door into a room of incinerators. One on the right is shut down and open. Crawl into it.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



CAUTION

WHILE CRAWLING, YOU SUDDENLY FALL DOWN TO A ROOM BELOW WITHOUT SEEING IT. AND YOU ARE FLANKED BY TWO SERVITORS.



As soon as you drop, start running. Turn toward the Servitors and kill them. A Storm Trooper joins the battle from a door on the upper level.



When finished, go through the door the Storm Trooper came from to a hallway. Go left. Two Storm Troopers attack you. Drop them with a Shotgun or Bolter.



Go through the door at the end of the hallway. As soon as you enter, two Storm Troopers to your left open fire. They guard a door.

TIP



ONCE INSIDE THE ROOM, RUN BEHIND THE BOXES IN FRONT OF YOU AND TAKE COVER. LOOK FOR GRENADES THERE.



After killing them, go through the door. Just behind it, two Storm Troopers with Shotguns greet you. You are too close to throw a grenade, but if you have a Shotgun, that weapon would work perfectly here.



Go up the small flight of stairs and through the door. The corridor here includes indestructible guns on the ceiling. At the end a Space Marine guards the door you need to get through.



ILLUMA! You cannot destroy them, they are shielded. Use your wife. The enemy are monitoring our radio frequencies, so I must end contact. Good luck Kael!

As you walk up the corridor, you will see a set of barrels on your right and an open doorway on your left. Shoot the barrels to cause an explosion and then duck into the doorway, which leads to a parallel hallway. The Marine leaves his post by the door and will come investigate. You can then walk down the parallel hallway to the door and slip through while the Marine is gone.



You enter a small room with a vent on the left and a door in front. Leave the vent for later and enter the door. The next room is a straight-ahead passageway with two Space Marines waiting for you. Don't alert the Marines, crawl while they patrol.



POWER HOUSE

SECRET OBJECTIVE!

The indestructible Sentry Guns only set off if the Marine sees you. By distracting the Marine and slipping through the door unnoticed, you will fulfill your secret objective.



Look through the door into this room and when the Marines turn left into the corner, go inside and crawl up to the lever on the left wall. Flip it and then crawl back out. Make sure you get out before the Marines come back and see you. They are on patrol, so if you need to, wait and watch them for a while so you can time your entry and exit just right.

Also, don't run in and out, because you'll alert them. And if they are alerted, they'll just flip the lever back to its original position. And if they are alerted, then you will have to kill them to keep the lever in the up position.

Follow the vent to a ladder. Go up and continue crawling along the vent.

NOTE

You flipped that switch to place this grate here so you could crawl across the gap. If you hadn't done that, this space would be empty and you would fall through the gap and hurt yourself.



Follow the vent to an open area that is actually a huge elevator shaft. Look down and wait for the elevator to rise. Get on and wait for it to take you down.



When it stops crawl into the small hole you see. Go into the cove and wait for the elevator to rise back up. Then step down.



Walk through the door in front of you. A Storm Trooper has his back to you. Shoot him. Walk down the hallway and go into the room on your right. A Storm Trooper stands in front of a button. Kill him and press the button. This button unlocks the door at the end of the hallway.



Now step out of the room and continue walking down the hallway. Don't let the cameras in the corners of the ceiling spot you. Sneak under and past them.

TIP

They are on patrol so you can crawl over to the lever when their backs are turned to you and then crawl back to the vent before they spot you.



NOTE

If the cameras spot you, they trigger Sentry Guns to fire at you, and they re-lock the door at the end of the hallway. You then have to run back to the room and hit the button to unlock it again.

TIP

When trying to get past the cameras, avoid their line of sight, which you can see as a small red line that shoots out from the lens. If you are crouching right below the cameras they cannot see you. When you rest, make sure it is under a camera.



Once past the cameras and through the door into the next room, be very careful. You face four Tech-Priests. Try not to fight them all at once. You don't have to kill the marines. Don't waste grenades on them. Use your Pulse Carbine. You can also take the Plasma Pistol off the first one you kill to use on the others.

The Tech-Priests are in the middle and right sections of the room. To the left is a door. Once you finish dispatching all of the Priests, be on your toes. A Space Marine comes through that door to take you out.

TIP

Fight the Priests one at a time, preferably at medium range, so you have time to see and dodge their Plasma Pistols. Because the pistol has such a long recharge rate between shots, feel free to run up and hit the Tech-Priest with a shotgun double shot, shoot a rapid-fire weapon at him, or fire your own plasma weapon at him. Then run away before he can fire. Use the doorway as cover for added protection.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Afterwards, go through the door and down the hallway to a T junction. The door to the left is locked for now. Go right instead. Pass a door into the observation lounge. You hear the Imperials calling for guards to take you down. Go back out and from the locked door come two enemies.



Step through the door and kill the next two. Head right down the hallway. There are more Storm Troopers; kill what you have to and continue. Don't get bogged down in a protracted fight.



Two more Storm Troopers lurk.

NOTE

ONCE YOU GO THROUGH THE DOOR, YOU MUST FIGHT MANY STORM TROOPERS IN ALL. YOU HAVE GRENADES, SO SHOOT THEM WITH THE CARBINE TO KILL THE TROOPERS QUICKLY.

At the end of the hall is an orange door. Find the orange key to get through.



Go right down the hallway. It veers right after a long walk, and in front of you is a door.



Open it and go in. You find two Tech-Priests and a Servitor. Step out and take cover behind the door. As the Tech-Priests come, side-strafe them until they die.

TIP

BY USING THE DOORS FOR COVER, YOU CAN AVOID GETTING HIT. WAIT FOR THE TECH-PRIESTS TO SHOOT THEIR PISTOLS, LET THE PLASMA SHOT HIT THE DOORWAY, AND THEN SIDESTEP TO THE OTHER SIDE OF THE DOOR, STRAFING THE TECH-PRIEST IN THE DOORWAY. REPEAT UNTIL THEY ARE DEAD.



The orange key lies on a table. Pick it up. Also pick up the grenades and Carbines. And make sure to get back up to maximum health. Switch to your Carbine and leave.



Four Shotgun-wielding Storm Troopers wait for you in the previous room. Shoot a grenade right away to take out the first one. If you stay in this room, surrounded by the Shotgun Troopers, you will die. Duck back into the observation room and wait for the others to come in.

TIP

HIDE TO THE SIDE OF THE DOOR, POINTING YOUR CARBINE AT THE ENTRANCE. PICK THE TROOPERS OFF WITH GRENADES AS THEY COME IN.

Go into the room. Ditch your Shotgun for a Plasma Pistol. Walk through the door. Enter the observation room, which you were looking into earlier in the level.

POWER HOUSE



Now, backtrack to the orange door.

Along the way, a few more Storm Troopers try to stop you. Use the boxes in the hallway for cover. Past the orange door, you come to a huge, circular elevator shaft.



You face a Space Marine and two Storm Troopers here. Ignore the Troopers and kill the Marine first by shooting grenades at him. The Carbine gives you a better range with the grenades than your hand. When everyone is dead, press the button, call up the elevator, and get in. Press the button to descend.



At the bottom, get out. Use the medikit to your right if necessary.

Go through the door to the engine room and up the stairs to the left. A Storm Trooper attacks you. Kill him.



Keep walking along the pathway, descend the stairs, and fight a Storm Trooper Sergeant.



Kill him and head to the door. On the other side is a large hallway. A Servitor rushes you from the right. There is a locked door to your left, with medikits on either side. On the right side are grenades and an archway.



A Space Marine is heading down. Use your Carbine to shoot grenades at him. Walk down the path the Marine came from. The objective arrow points you toward the engines. You are close to destroying them.

While you are walking over to them, a Servitor attacks you. Deal with him.



You must plant two explosive charges. Plant the first explosive charge on the engine. When you are done, a Space Marine suddenly runs out from the walkway.



Kill him with the Bolter you picked up from previous Marine. When you place the second charge, three more Space Marines attack. Use a combination of your Bolter and Carbine-launched grenades to kill them.

TIP

WHEN PLANTING THE EXPLOSIVES, TURN SO THAT YOU FACE RIGHT, LOOKING BACK THE WAY YOU CAME. THAT WAY, YOU CAN SEE THE SPACE MARINES AS SOON AS THEY SHOW UP, RATHER THAN HAVING TO WASTE PRECIOUS SECONDS TURNING AROUND AND LOOKING FOR THEM.



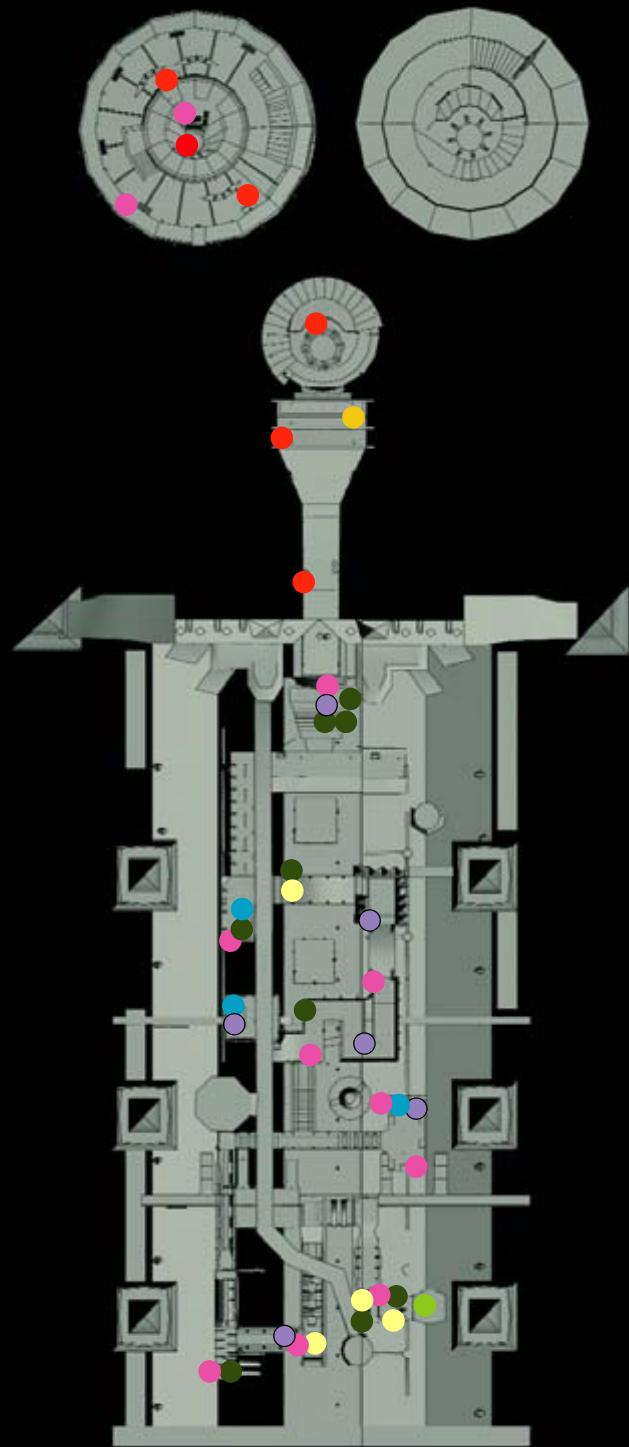
With the charges set, your objective arrow now points to the previously locked door. Go through the door and walk onto the platform in front of you. As you do so, the engines blow up and you ascend to the next level.

TIP

YOU DON'T HAVE TO KILL ALL THE MARINES TO EXIT THE LEVEL. IF YOU ARE LOW ON AMMO AND HEALTH, RUN FOR THE ELEVATOR TO EXIT THE ENGINE ROOM. THE MARINES WILL DIE IN THE EXPLOSION.

DISTANT EYES

- = Start Location
- = Finish Location
- = Blue Key
- = Grenade
- = Medic Kit
- = Pulse Carbine
- = Autogun
- = Sniper Rifle
- = Imperial Bolter
- = Red Medic Kit



MISSION OBJECTIVES

Clear outer defense towers of Snipers.

Clear inner defense towers of Snipers.

Defend bridge guard and capture the Admiral.

WEAPONS AVAILABLE

- Autogun
- Imperial Bolter
- Plasma Gun
- Plasma Pistol
- Shotgun
- Sniper Rifle
- Tau Pulse Carbine

ENEMIES ENCOUNTERED

- Imperial Space Marines
- Imperial Space Marine Sergeants
- Imperial Servitors
- Imperial Storm Troopers
- Imperial Storm Trooper Sergeants

SECRET OBJECTIVE

Kill the four Snipers running on the bridge after you've activated the first lever.



Lusha is out for blood. He wants you to infiltrate the bridge and capture the Imperial Admiral. When the platform stops at the top, the level begins.



Go through the door in front of you into a hallway. To your right three Storm Troopers take cover behind a low barricade. Kill them. One of them has a Sniper Rifle. Take it.

Keep walking right; the hallway turns left. Look out the windows on the right side at the rest of the ship.

Keep going, and the hallway turns left again. This time, Snipers attack from the windows. Three lurk among the buildings to the right.



A SNIPER PERCHES HERE. ANOTHER IS HIDING ON THE SAME SPIRE.

Stop at the first window and look right. The spire in front of you harbors two Snipers. To pick them off, select the secondary fire mode and zoom in farther.



TURN BACK TO SHOOT THE SNIPER HERE.

The third Sniper is also on the right, but behind you, so move up and turn 120 degrees to your right.

After you've killed the three Snipers, go down the corridor. Hang a right and go straight down. The hallway turns right, but two Storm Troopers wait for you on the left.



Waste them and turn right. Stop; enter Sniper Rifle mode.



A Sniper perches on a ledge behind the flag on the far building. Go down the hallway and stop midway inside the glass ceiling.



Look up and to the right to find another Sniper ledge. Keep walking across the bridge. Midway across, you can jump on a ledge to your right for health. Otherwise, keep going.



The walkway turns right; two Storm Troopers await. Kill them, then walk right. Up ahead is a locked door on your left, while the path continues straight. Above you, running left to right, is a bridge platform. Remember this.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Up ahead a Storm Trooper Sergeant wields a Plasma Pistol. Take him out. Keep walking straight, and the path empties into a cathedral-like room that contains three Storm Troopers.



Once you kill them, pull the switch to the left of where you entered. That unlocks the door that was on your left coming over.



Look to the bridge way above you. A Sniper sits up there, and four more start across on their way to set up in the other part of the level.

SECRET OBJECTIVE!

Kill the four running Snipers to achieve the secret objective. They won't shoot back here. The challenge is in shooting them fast and accurately enough, since they aren't up there for very long. In essence, you only get one shot at each.



Kill the Sniper and go through the door; it closes behind you. Walk forward a little bit and turn to the window on your right.



Take aim at the two Storm Troopers there. Use your Sniper Rifle to kill them quickly and silently.



To the left is a door. Take care of the two Storm Troopers inside.



SNIPERS SHOOT FROM ACROSS THIS WINDOW.

The far wall has two windows and a button. Stay away from the windows, out of range of the Snipers across the way.



Go into Sniper mode, stand behind the wall for cover, and peek out the window to look for the Snipers. Shoot them and then press the button.



Two Space Marines run up a ramp across the window. That ramp leads to a courtyard adjacent to where you are. That means they're coming for you.



Wait in the room for the Marines. If you have grenades, launch them. Two each will suffice. Otherwise, circle-strafe or snipe them in the head.



DISTANT EYES

TIP



CROUCH AND TURN TOWARD THE DOOR YOU CAME THROUGH. THE MARINES ARE COMING THIS WAY. AS SOON AS ONE OPENS THE DOOR AND COMES FOR YOU, SHOOT THE BARRELS BEHIND HIM.

Once the Marine is dead, take his Bolter and use it against the second one. Then pick up the Sniper Rifle again. Go the way the Space Marines came from.



A door opens into a courtyard, but don't walk through yet. Snipers are watching it. Open the door but don't step through. Crouch down and zoom in.



THIS IS THE SNIPER IN FRONT OF YOU.

Four Snipers and a Storm Trooper watch the area. One Sniper is directly in front of you at the 12 o'clock position. Another is a few spaces to the right, between 12 and 1 o'clock. The other two are at 2 o'clock and 10 o'clock. All perch on high ledges, so aim up.



THIS IS THE SNIPER ON THE RIGHT.

The Storm Trooper is to your left on the high ledge. While not as deadly as the Snipers, he can cause you trouble. Once you've killed them, cross the courtyard. Run across, turn left, and head down the ramp you saw the Space Marines running up. At the bottom is a door.



Go through the door, which locks behind you. To the left is some ammo and a medikit. Go right, and three Storm Troopers drop down on you. Eliminate them.



The hallway veers right. Two Storm Troopers drop down.



As you fight them, a third one from behind them drops in. He carries a Plasma Gun. He can kill you very quickly, with an assist from the others, if you are at less than full health. Then, from behind you comes one more Storm Trooper. Use grenades to kill them quickly. Otherwise, strafe rapidly with your Carbine or other weapon.

TIP

ONCE YOU KILL THE STORM TROOPERS, PICK UP THE PLASMA GUN. IT WILL ANNIHILATE THE STORM TROOPERS YOU FACE NEXT.



To your left is a door. The switch to open it is by you, to the right. Go through it, picking up ammo, medikits, and grenades along the way.



Once the door is open, four Storm Troopers attack. Two stay in the doorway. You can kill them quite easily with the Plasma Gun you picked up. The other two are inside the corridor behind the door. Go in, kill those two Troopers, and walk down the corridor.



A fifth Storm Trooper attacks. Blow him away. Up ahead is a door.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

NOTE

ON THE RIGHT SIDE, AN IMPERIAL BOLTER LIES ON THE GROUND. ONCE YOU USE THE PLASMA GUN TO KILL THE TWO TROOPERS BEYOND THE DOOR, COME BACK HERE TO PICK UP THE BOLTER.

Through the door is a large room with a big pillar in the middle. Storm Troopers flank it.

CAUTION



THE TWO TROOPERS FIRE AT YOU AS SOON AS THE DOOR OPENS, AND THE ONE ON THE RIGHT TOSSES GRENADES. USE YOUR PLASMA GUN TO KILL THAT ONE QUICKLY AND THEN TURN TO THE OTHER.

Go upstairs; watch the ceiling. Where the ceiling ends, two Storm Troopers are waiting to shoot you in the head as you walk underneath them. If you have run out of plasma ammo, use the Bolter to kill them.

CAUTION



WHEN GOING UP THE STAIRS, WALK BACKWARD AND LOOK UP WITH YOUR WEAPON POINTED AT THE CEILING SO YOU CAN SHOOT THE TROOPERS BEFORE THEY AMBUSH YOU.

At the top, there are three Storm Troopers. Grenades, a Bolter, or a Plasma Gun would be very good to have here.



Keep following the path and go up the second flight of stairs. Go through the door at the top to the stairs leading into the bridge. One Servitor walks toward you. Kill him.



NOTE

THE BRIDGE IS A GREAT CIRCLE. A RAISED STAGE IN THE CENTER IS THE INNER AREA, AND A LOWER CIRCLE AROUND IT IS THE OUTER AREA. STAIRS LEAD FROM THE OUTER CIRCLE TO THE INNER CIRCLE. FIVE SERVITORS LURK IN THE OUTER AREA. TWO SPACE MARINES GUARD THE STAIRS. AND TWO SPACE MARINE SERGEANTS DEFEND THE INNER CIRCLE.

Run around the outer circle and kill all the Servitors, then focus on the Marines. The Marines don't leave the stairs, so use the sides and backs of the steps as cover.



Run around the side to face them, shoot, then run back for cover beside the stairs. Repeat until they die. Pick up their Bolters.



Climb to the inner circle, where the Admiral is. As soon as you ascend, the two Space Marine Sergeants rush after you. Unlike the Marines, they will chase you around the bridge. Use the Bolters you picked up from the Marines to kill them. Launch grenades at them first, if you have any, then switch to the Bolter and use the double shot.

TIP

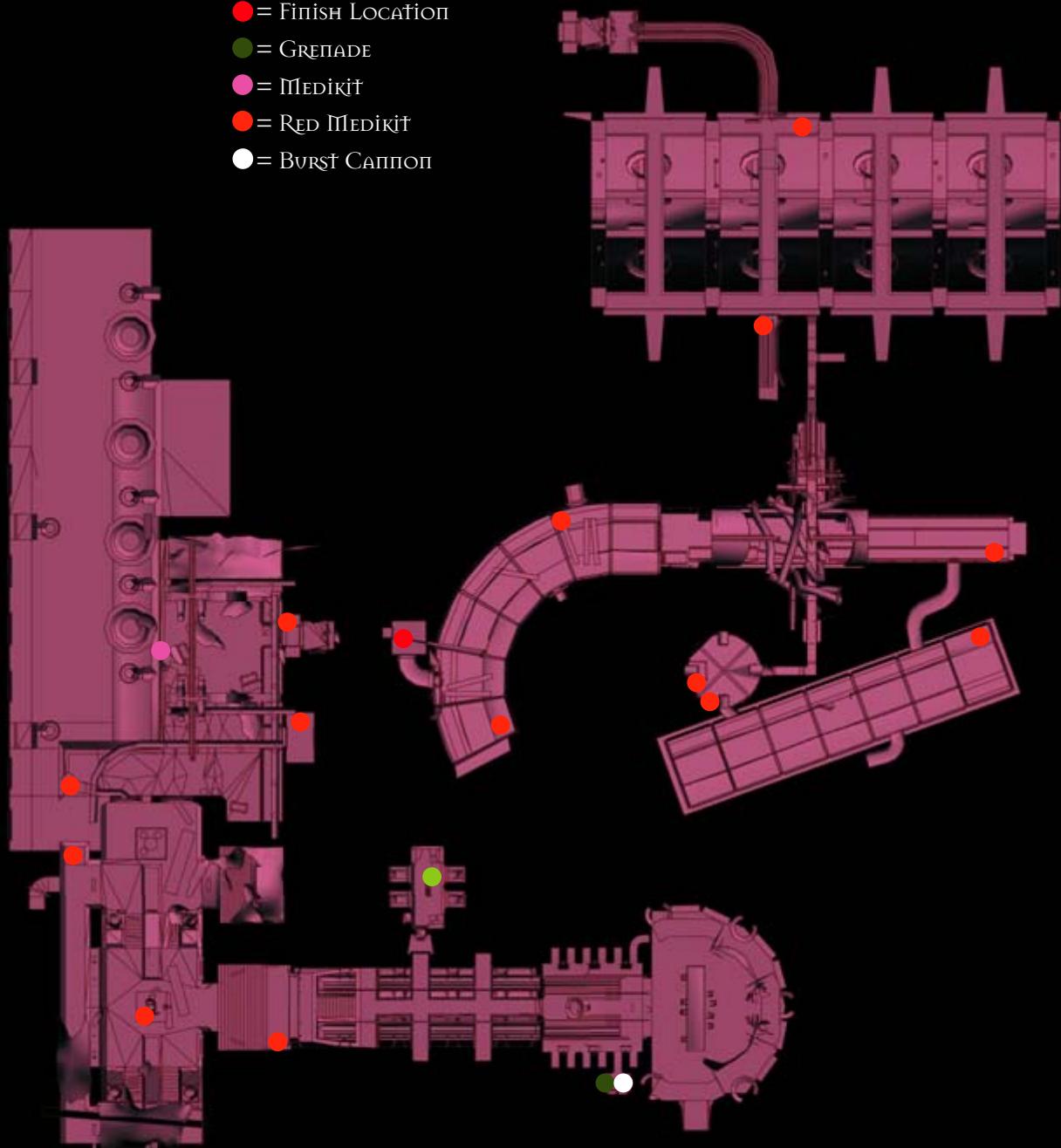
THE SPACE MARINE SERGEANTS ARE EXTREMELY DIFFICULT TO KILL. THEY ARE VERY FAST, AND THEY USE PLASMA PISTOLS. ONE HIT AND YOUR SHIELD IS GONE. THEY ALSO HAVE CHAINSAW, SO THEY CAN DO QUITE A BIT OF DAMAGE. AND THEY CAN TAKE A LOT AS WELL. STRIKE THEM WITH EIGHT OR SO DIRECT BOLTER HITS TO KILL THEM. WHILE FLEEING FROM THEM, KEEP DOUBLE-SHOOTING AND COVERING THEM WITH FIRE.

Once the Marine Sergeants are dead, turn to the Admiral. He isn't that tough. Shoot him several times with the Bolter. He won't die, but he will falter from the damage. Then Captain Ardiás comes from behind you and knocks you out. You have been captured by the Imperials.

• NO REST FOR THE WICKED

NO REST FOR THE WICKED

- = Start Location
- = Finish Location
- = GRENADE
- = MEDIKIT
- = RED MEDIKIT
- = BURST CAPPOON



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

Find the access to the second part of the ship.

WEAPONS AVAILABLE

- Tau Burst Cannon
- Chaos Bolter
- Imperial Bolter

ENEMIES ENCOUNTERED

- Chaos Space Marines

SECRET OBJECTIVE

Destroy the two barrels on top of the pipes in the sewers.

Amazingly, it appears as though the war between the Tau and the Imperium will come to an end. Captain Ardiás is forcing Governor Severus and Admiral Constantine to enter into a truce, one that will be cemented on the Tau side by Ethereal Ko'vash. As a gesture of goodwill, you are being returned to Ko'vash. Thus, your brief tenure as a prisoner of Captain Ardiás of the Space Marines ends.

At the beginning of the level, you must make your way to Captain Ardiás's bridge so that you can see the peace signing. You awaken in a room with lots of candles. This must be the bunk of an Ultramarine! Proceed left and go down the ladder.



An Ultramarine awaits you at the bottom. Follow him as he walks left. He stops at a door and opens it for you. Go inside; Captain Ardiás is ordering Severus to sign the truce.



Reluctantly, Severus agrees and enters the negotiation room, which you can see directly in front of you through the glass pane. Inside, Ethereal Ko'vash and Admiral Constantine are meeting.



But as Severus enters the room, he reveals his treachery and betrays both you and Captain Ardiás. At his word, a contingent of corrupt Chaos Space Marines teleports into the negotiation room and attacks Ethereal Ko'vash and Admiral Constantine. The warped essence of Chaos infects the entire ship, and Chaos Space Marines invade.



YOUR WEAPONS ARE THROUGH THIS DOOR.

Captain Ardiás tells you to save your Ethereal while he tends to his ship. He opens a door on the right side of the bridge. Before the betrayal, you'll notice it as a mesh screen door. But when Captain Ardiás opens it, you can enter. Inside, you find six grenades and a new weapon: the Tau Burst Cannon. Exit the bridge the way you came in; Captain Ardiás informs you via your Tau comm link that the Chaos Space Marines have kidnapped Ko'vash. Find and rescue him.



Proceed straight down the walkway out of the bridge. You'll see an Ultramarine up ahead. As you approach, a red ball of energy followed by white lightning explodes behind the Marine as he is cut down from behind by a Chaos Space Marine. Fire your Burst Cannon immediately; a Chaos Space Marine charges at you. Fire up that Burst Cannon and don't stop till the Chaos Space Marine dies.

CAUTION



CHAOS SPACE MARINES ARE TREMENDOUSLY POWERFUL ENEMIES, MORE SO THAN EVEN THE DREADED ASTARTES. IT TAKES FOUR OR FIVE DIRECT HITS FROM A CHAOS BOLTER TO KILL ONE CHAOS SPACE MARINE. THEY ALSO USE CHAOS BOLTERS AGAINST YOU. JUST TWO OR THREE HITS WILL DESTROY YOUR SHIELD AND KILL YOU.

No REST FOR THE WICKED

Once you kill him, pick up his Chaos Bolter. Switch to that weapon and proceed down the stairs. Two more red-fire-and-white-lightning explosions burst in front of you at medium range, signaling the arrival of two more Chaos Space Marines.



CAUTION



AS YOU WALK THROUGH THIS LEVEL, IT APPEARS DESERTED AT FIRST. BUT AS YOU WALK PAST CERTAIN POINTS, YOU TRIGGER EXPLOSIONS OF RED FIRE AND WHITE LIGHTNING. EACH SUCH EXPLOSION MARKS THE ARRIVAL OF ONE CHAOS SPACE MARINE. WATCH OUT. SOMETIMES, YOUR SCREEN WILL FLASH RED WITH THE EXPLOSION BUT YOU WON'T SEE THE CHAOS SPACE MARINE. THAT PROBABLY MEANS HE TELEPORTED BEHIND YOU. KEEP ALERT AND REMEMBER THAT EVERY TIME YOUR SCREEN EXPLODES WITH RED AND WHITE, A CHAOS SPACE MARINE HAS APPEARED SOMEWHERE NEAR YOU.

As soon as you reach the top of the stairs, another Chaos Space Marine appears in front of you. Move up to the top of the stairs and then immediately run backwards as the Chaos Space Marine appears. He rushes down to you, but as he does, plug him with a few shots of your Chaos Bolter. Once you kill him, move up into the next room.

To the left is a dead-end hallway, but a medikit here will replenish your health to full. When you enter this hallway, another Chaos Space Marine shows up, so only go in if you need health.

CAUTION



AS YOU EXPLORE THE SHIP YOU SEE WHAT LOOKS LIKE MOVING RED LAVA DRIPPING ALL OVER THE SHIP, Oozing off walls and pooling into puddles on the floor. DO NOT TOUCH ANY OF IT! THIS IS THE TAINT OF CHAOS, AND TOUCHING IT WILL HURT YOU. IF YOU STAY IN CONTACT WITH IT FOR MORE THAN A FEW SECONDS, IT WILL DRAIN ALL YOUR HEALTH AND KILL YOU, REGARDLESS OF YOUR SHIELD STRENGTH.



Go through either of the two sliding doors. The next room appears empty. To the left is another full medikit. Jump onto the platform to get it, but don't move too fast or too far or you could fall over the edge.



HE'S SCARY, BUT WATCH YOUR BACK FOR HIS PARTNER.

Once you pass the threshold of the arch into the next room, another Chaos Space Marine materializes in front of you. Don't relax once you defeat him, because once this first Marine dies, a second Chaos Space Marine teleports in; this time, he appears behind you. If you aren't ready for him, he could get one or even two free shots at your back before you know what hit you. Spin around and engage him. Once you kill him, enter the next room.

CAUTION

THIS ROOM IS DRENCHED IN THE TAINT. AVOID TOUCHING IT ALL AT COSTS.



A medikit lies hidden to the left behind some crates. To the right is a door, but it is covered in the Taint. As you approach it, a Chaos Space Marine appears in front of the door. Once you kill him, proceed through the door by jumping over the Taint on the floor. If you walk through to the door, you'll step through the Taint and harm yourself.

If you need health, look for yet another full medikit inside this new room, to the left. A switch on the right calls an elevator up to you. Go inside and flip the switch on the right to descend.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

Proceed down the hallway. Nothing ambushes you. The end of the hallway opens up into a large, cavernous chamber. A wide chasm yawns in front of you, but a walkway lowers to bridge the gap once you enter this room. A medikit lies to your left. Wait for the walkway to descend and then proceed across. As you cross the halfway point, though, the walkway starts to rise again.

TIP

WHEN MOVING THROUGH HALLWAYS, HAVE YOUR TAU BURST CANNON AT THE READY INSTEAD OF YOUR CHAOS BOLTER. IT FIRES A CONTINUOUS STREAM AT THE ENEMY, UNLIKE THE CHAOS BOLTER, WHICH HAS A SLOW RATE OF FIRE. DURING THIS COOLDOWN BETWEEN SHOTS, YOU'LL BE VULNERABLE. BUT WITH THE BURST CANNON, YOU HAVE NO SUCH LIABILITY, AND MORE IMPORTANTLY, WHILE IT IS HITTING THE ENEMY, THE ENEMY CANNOT SHOOT BACK.

Once the walkway finishes ascending, wait on the far end for a few seconds. One Chaos Space Marine teleports in. Kill him with your Burst Cannon. Don't use your Chaos Bolter, because the delay between firings is too long, and without any room to maneuver on the walkway, you'll be a sitting duck while the Bolter cools down for the next shot.

CAUTION

YOU'LL FALL OFF THE WALKWAY IF YOU MOVE SIDE TO SIDE TOO MUCH.

Once you defeat the Chaos Space Marine, the walkway lowers.

At the far end of the chasm is a room with a switch that controls the walkway's movement. Inside is a medikit.

**GO THROUGH THIS HOLE.**

Instead, go left. In front of you is a hole in the wall. Crawl into it and proceed through. Go through a tunnel, which empties into a large chamber, and then go back through another tunnel.

TIP

IF YOU ARE HAVING TROUBLE MOVING THROUGH THE TUNNEL, DUCK. MOST LIKELY YOU ARE GETTING CAUGHT ON THE LOW CEILING.



At the end of the tunnel is a grate. As you peer through, you'll see a circular room. Inside, two Chaos Space Marines are questioning a frightened Imperial. Within seconds, a huge explosion kills the Imperial.

CAUTION

STEP BACK AWAY FROM THE GRATE, PREFERABLY UNTIL YOU ARE AROUND THE CORNER OF THE TUNNEL. IF YOU'RE STILL NEAR THE GRATE WHEN THE CHAOS SPACE MARINE SETS OFF THE EXPLOSION, YOU'LL BE CAUGHT IN THE BLAST AND INCINERATED.

Once the explosion dissipates, the grate is gone. Crawl up to its remains and lob two grenades at the Chaos Space Marine. When you see him go up in flames, jump down.

**TIP**

GRENADES ARE BETTER THAN YOUR WEAPON BECAUSE YOU'RE ON HIGHER GROUND THAN THE CHAOS SPACE MARINE. TO HIT HIM WITH YOUR WEAPON, YOU'D NEED TO CRAWL TO THE VERY EDGE OF THE GRATE, EXPOSING YOURSELF TO HIS FIRE. STAY JUST INSIDE THE TUNNEL AND THROW GRENADES AT HIM.

Climb down the ladder. Pick up the medikit here if you need it. Proceed out the door. A Marine runs down the corridor and around a corner. As you walk down the hallway, a Chaos Space Marine appears in front of you at the far end. Cut him down with your Chaos Bolter.

Once you reach the end of the hallway, look for a door on your left. Switch to your Burst Cannon before you enter.



Almost as soon as you walk into the corridor a Chaos Space Marine appears immediately in front of you. After he dies, another shows up. Blow him away.



No Rest For The Wicked

The door at the end of this short corridor opens up into a large sewer below. Two Chaos Space Marines wait for you. Shoot them down with your Chaos Bolter, using the doorway as cover. When you've dispatched them, hop down. You'll probably need the medikit on your right.



Turn to your left; the sewer stretches down a fair distance. As you walk to the end of it, the walkway you are on slopes into the water. Remember this spot. If you hop into the water, you can climb back out this way.

SECRET OBJECTIVE!



In the sewers here, there are two barrels you can destroy to fulfill your secret objective. At the point where the ramp breaks and slopes into the water, stop and look up and to the right. On the right wall, on top of the pipes are two barrels. Shoot them and complete your secret objective.



Jump onto the platform in front of you and continue walking. As soon as you climb the small ladder to the upper level of the room, Captain Ardias contacts you, telling you that you need to kill the Chaos Space Marines to proceed. Four of them teleport in. All four rush at you from the far end of the platform, which stretches and curves to the left. One or two might run forward ahead of the others, but eventually you will battle all four.



A Burst Cannon will kill a single Chaos Space Marine running up to you. But if more come at once, back up to regroup. If you need cover, jump off the platform into the water behind you. The Chaos Space Marines will run up to the platform to shoot at you below, but you can shoot and then back up against the wall for cover. Repeat this step until you've killed the other Chaos Space Marines.



NOTE

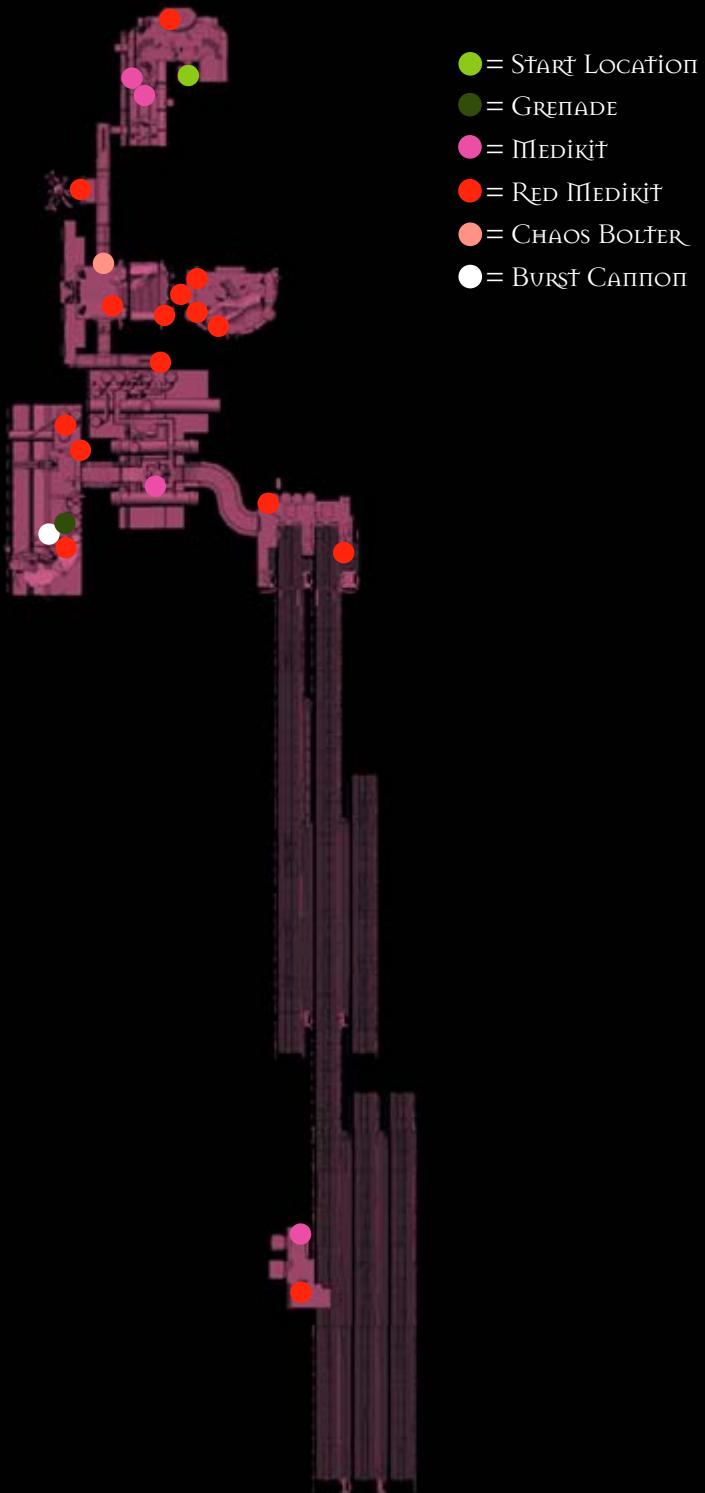
ONE OR BOTH OF THE CHAOS SPACE MARINES AT THE END OF THE ROOM MIGHT NOT SEE YOU AND THUS WON'T PURSUE YOU TO THE EDGE OF THE PLATFORM. IF THIS IS THE CASE, YOU'LL HAVE TO CRAWL OUT OF THE WATER AND BACK ONTO THE PLATFORM ABOVE TO ENGAGE THEM.



Once you've killed these four Marines, go to the far end of the platform. On your right is a doorway. Enter it to continue to the next mission.



SILENCE THE GUNS



SILENCE THE GUNS

MISSION OBJECTIVES

Get to the conference room.
Locate the gun.
Destroy the gun.
Escape.

WEAPONS AVAILABLE

- Tau Burst Cannon
- Chaos Bolter
- Plasma Gun
- Sniper Rifle
- Shotgun

ENEMIES ENCOUNTERED

- Chaos Space Marines
- Imperial Servitors
- Storm Troopers
- Chaos Sorcerer

SECRET OBJECTIVE

Kill the two Servitors on the upper walls in the engine room after the checkpoint.



Last level, you climbed the ladder to the ship's upper level. Now you begin in a small cove. When the grate in front of you slides up, move out. Ardias tells you that Ko'vash is being abducted. Make your way to the conference room immediately. Take a left. This large theater-like room has been blasted into ruins. Go left until you encounter an Imperial Servitor. Three more Servitors lurk behind him. Dispatch them quickly. There is a medikit in this room.



TIP

THE SERVITORS DROP SHOTGUNS, AND WITH FOUR OF THEM, YOU HAVE FOUR CLIPS' WORTH OF SHOTS. AFTER YOU KILL THE FIRST SERVITOR, PICK UP HIS SHOTGUN AND SWITCH TO THAT SO YOU DON'T WASTE ANY BURST CANNON AMMO.



Walk forward to a large hole in the ground with pipes snaking under it to a level below. Slide down the main pipe; don't fall off. As you start down the walkway at the bottom, a Chaos Space Marine appears.



Kill him with your Burst Cannon. Then pick up his Chaos Bolter and kill the other Chaos Space Marine, who is shooting at you with his Chaos Bolter. This Marine is down the walkway as it turns right. Kill him, then proceed down the hallway.



TIP



HURRY AND STEP INTO THE ALCOVE ON THE RIGHT AS SOON AS YOU CAN. HOT, DEADLY GAS STARTS POURING INTO THE HALLWAY. IN THE ALCOVE, LOCATE A LEVER MARKED I. PULL IT TO THE DOWN POSITION TO TURN OFF THE GAS. THE ALCOVE ALSO HOLDS A MEDIKIT AND A PLASMA GUN.

At the end of the hallway is a door, but before you can get to it, a Chaos Space Marine comes through it gunning for you.



After killing him, proceed down the hallway to a large chamber with a huge flight of stairs to your left and a locked door in front of you.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

When you step foot on the stairs, two Chaos Space Marines teleport in at the top. This is a tough battle, but after you kill them, continue to the door at the top of the stairs. Behind it is the conference room. Before you enter, take advantage of the two full medikits here.

TIP

A FULL MEDIKIT SITS IN THE LARGE TUBE ON YOUR RIGHT AS YOU FACE THE STAIRS. DUCK INSIDE IF YOU NEED HEALTH, BUT DON'T STAY THERE BECAUSE YOUR LACK OF MANEUVERABILITY LEAVES YOU A SITTING DUCK.



Through the doors, you see one more Chaos Space Marine at the far end of the room. Then another one teleports in. Both start at far range but close with you. One of the Marines may walk onto the Taint so that you can't approach him. If that happens, you'll have to duel at long range. Remember the medikit in the doorway you came through.



Be careful not to touch any of the Taint while maneuvering around this level. Don't touch the portal.

After the Marines die, Captain Ardias informs you that Severus has teleported a Chaos legion onto the ship to wreak havoc. He is also arming the Imperial ship's gun to fire directly at your Tau cruiser. If this happens, the war between the Imperium and Tau will begin anew. Captain Ardias thus informs you of your next objective: to get to the gun and destroy it.



THIS DOOR WAS LOCKED WHEN YOU FIRST ENTERED THIS ROOM.

After destroying the two Chaos Space Marines in the conference room, go back downstairs into the large room. The door that was closed is now open. Go down this hallway and take a left.



ONCE YOU KILL THIS STORM TROOPER YOU CAN TAKE HIS SNIPER RIFLE.

A Storm Trooper with a Sniper Rifle runs out at you. Kill him and take his weapon. There is a medikit in the hallway. Once you exit the hallway you come to a small elevator, with the switch on the left. Don't flip it yet. You can put the Sniper Rifle to good use before you go down.

NOTE

PROCEED VERY CAUTIOUSLY. THERE ARE NO CHECKPOINTS BETWEEN NOW AND THE END OF THE LEVEL. IF YOU DIE LATER IN THE LEVEL, YOU RESTART HERE.

TIP

THE NIGHT VISION IS USEFUL FOR PICKING UP THE ENEMY AT LONG RANGE.



As soon as you walk onto the elevator, a Sniper fires at you. So don't go in yet. From inside the hallway, use zoom mode to look on the left wall at eye level. An Imperial Servitor paces back and forth. Zoom in close for the kill.



Another one lurks on the right wall at eye level, hiding in the back. Kill him as well. Killing both of these Servitors fulfills your secret objective.

SECRET OBJECTIVE!

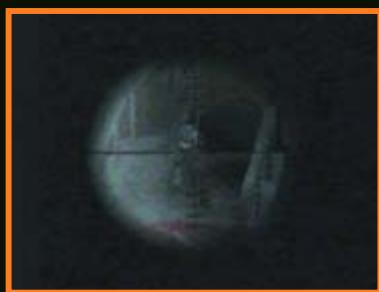
Killing this Servitor lurking on the wall to your far right fulfills your secret objective, provided you've killed the Servitor on the upper left as well.



Next, look below and a little to the left. Two Servitors are talking. Kill them and proceed to your final target.

SILENCE THE GUNS

TIP



ONE OF THE SERVITORS HAS HIS BACK TO YOU. KILL HIM FIRST WITH THE SNIPER RIFLE. IF YOU SHOOT HIS BUDDY INSTEAD, THIS ONE WILL RUN BACKWARDS OUT OF VIEW. BUT IF YOU KILL THE ONE WITH HIS BACK TO YOU FIRST, THE OTHER WILL SIMPLY COWER IN PLACE.



Kill a fifth Servitor with your final round. Move your scope down immediately after killing the second Servitor on the right wall. This one guards the main door. This, coincidentally, is the door you are trying to get to. The gun lies behind it.

NOTE

SOMETIMES, THE FIFTH SERVITOR HEARS THE GUNSHOTS AND LEAVES HIS POST BEFORE YOU CAN SNIPE HIM. HE WILL WALK A FEW YARDS IN FRONT OF HIS NORMAL GUARD POSITION AND SHOOT AT YOU. LOOK FOR THE TELL-TALE MUZZLE FLASH FROM HIS GUN AND KILL HIM WITH YOUR SNIPER RIFLE.

Once you've dispatched these five Servitors, go back and get your Chaos Bolter and then go down the elevator.



At the bottom of the elevator and to the right is a Servitor with a Shotgun. Kill him quickly. As you follow the path, a Storm Trooper and, depending on how many you picked off from above, several more Servitors engage you.

CAUTION

BE AWARE OF YOUR SURROUNDINGS. DON'T FALL OVER THE WALKWAY OR YOU'LL DIE.



As you pass the crates, a second Storm Trooper jumps out at you from the right and behind. One shot with the Chaos Bolter takes care of him.

Follow the arrow to the main doorway where the gun resides. Proceed straight, then take a right. A locked door is to your left, and two paths on the right meet at another door. The arrow points this way.



Another Servitor waits for you, unless you killed him with the Sniper Rifle earlier. Pass through two doors to find the gun.



Ardias prompts you to destroy it quickly. Two ladders descend to the gun level: one on the right and one on the left. There is a medikit on the right.



As soon as you descend, three Chaos Space Marines teleport in. Whether you went down the right or left ladder, at least one Chaos Space Marine will be directly behind you. Rush the closest with your Burst Cannon and duck underneath the scaffolding for cover. A medikit is located under the scaffolding of the right-side ladder.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

TIP

THIS IS A FIERCE BATTLE. TWO OF THE THREE CHAOS SPACE MARINES USE PLASMA GUNS, AND BECAUSE THEY ARE SO CLOSE TO YOU, THE SPLASH DAMAGE FROM THEIR PLASMA GUNS CAN HIT YOU EASILY. A FEW SHOTS IS ALL IT TAKES TO KILL YOU. SO DODGE AND WEAVE AROUND THE PILLARS HOLDING UP THE SCAFFOLDING. THE EASIEST WAY TO KILL THE CHAOS SPACE MARINES IS TO DESCEND THE RIGHT LADDER, THEN IMMEDIATELY TURN AROUND AND KILL THE CHAOS SPACE MARINE BEHIND YOU. RUN TO HIS BURNING CORPSE AND DUCK BEHIND THE PILLAR TO YOUR RIGHT. THIS IS ALSO WHERE THE MEDIKIT IS. ONCE YOU'VE REGROUPED BEHIND THE PILLAR, USE IT FOR COVER WHILE SHOOTING AT THE TWO REMAINING CHAOS SPACE MARINES WITH YOUR CHAOS BOLTER. SIDESTEP TO THE MEDIKIT IF YOU NEED HEALTH.



You're not out of trouble yet. An all-new enemy, a Chaos Sorcerer, lurks ahead at the ruins of the second gun. It has shields like the Imperial Tech-Priest but can teleport around the battlefield, so be aware of its movements. Compared to your previous battle, killing the Sorcerer should be easy.

NEW ENEMY

This is your first encounter with a Chaos Sorcerer. Make sure it isn't your last. Three plasma shots, three Chaos bolts, or a steady stream of Burst Cannon will kill it. Beware its attacks, since they completely bypass your shield. It also teleports after you hit it, so wheel around as soon as you see it disappear. It usually teleports behind you.

Continue to the end of the gun level, until you see the ruined gun ahead of you. To your right is ammo for your Burst Cannon, four grenades, and a medikit.



Set the explosive charge on the gun, then escape. When you go back through the two doors, though, be careful.



As you walk toward the locked door, a Chaos Space Marine appears in front of you. Kill him with your Burst Cannon. Once you pass through the door, two more Chaos Space Marines appear. Dodge their Bolter blasts while returning fire with your Burst Cannon.



As you step through the next set of doors, two more Chaos Space Marines appear. Kill them.

TIP

Once you kill the Marines, you'll be in a large elevator shaft with two elevators. There are two medikits here. One is to the left as you enter. The other medikit is to the left of the elevator switch, but you must climb over some crates to get to it. Be careful not to fall off to your death when climbing over the crates.



When you are at full health, go to the switch over the second elevator and press it. Immediately, a red flash tells you that new Chaos Space Marines have appeared. Your elevator descends the shaft at a 45-degree angle, and so does elevator two to your right. On board that elevator is a Chaos Space Marine.



He won't be able to fire at you right away because the space between the two elevators is blocked for the first part of the descent. But several seconds later, the barrier disappears, and you'll see the second elevator descending next to yours. The Chaos Space Marine fires at you; return the favor.

TIP

IF YOU ARE RUNNING LOW ON HEALTH, DON'T FORGET THAT YOU CAN RUN BACK TO THE ELEVATOR (THE ONE THAT LED YOU DOWN INTO THIS WHOLE MESS) AND GO UP TO GET THE MEDIKIT THERE.

SILENCE THE GUNS

TIP



IT TAKES GOOD AIM WITH YOUR GRENADES TO GET YOU THROUGH THIS DIFFICULT SPOT. TOSS YOUR GRENADES AT THE CHAOS SPACE MARINES, CAREFUL NOT TO HIT ANY BEAMS THAT MIGHT DEFLECT THE GRENADE BACK TO YOU. IF YOU HAVE NO GRENADES, THEN SOME SIDE-STRAFING WITH YOUR CHAOS BOLTER IS RECOMMENDED.

Just when you think you are safe, though, blasts from a Chaos Bolter to your left tell you that another elevator has drawn level with you on your left side. Thankfully, it passes out of view after only a few seconds next to you.



Before the elevator stops, you hear the voices of Imperial soldiers. When the ride terminates, step out to your right. However, sandwiching you on the left and right are two groups of Imperial Storm Troopers. One is directly in front of you, one is to your left, and two are to your right. Quickly kill the one in front of you and the one to the left, then duck behind the crates for cover against the remaining two.



TIP

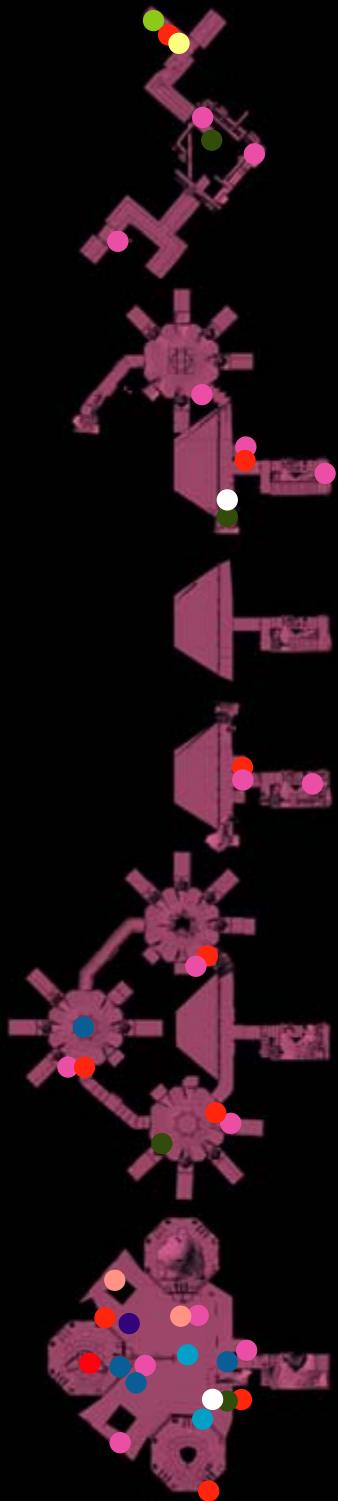
THERE IS A MEDKIT TO YOUR LEFT ONCE YOU GET OFF THE ELEVATOR, BUT IT IS ON A CRATE. YOU MUST JUMP ONTO THE CRATE TO GET IT.

Now just open the one available door and go down the elevator. You've finished the level.



LAST CHANCE

- = Start Location
 - = Finish Location
 - = Grenade
 - = Medikit
 - = Pulse Carbine
 - = Auto Gun
 - = Shot Gun
 - = Red Medikit
 - = Chaos Bolter
 - = Missile Launcher
 - = Burst Cannon



LAST CHANCE

MISSION OBJECTIVES

Jump down to the lower drop pod decks.

Jump down to the pod launch deck.

Destroy the Chaos Dreadnought.

Enter the drop pod.

Escape before the ship is destroyed.

WEAPONS AVAILABLE

- Autogun
- Burst Cannon
- Chaos Bolter
- Missile Launcher
- Shotgun

ENEMIES ENCOUNTERED

- Imperial Servitors
- Chaos Dreadnought
- Chaos Space Marines
- Storm Troopers

SECRET OBJECTIVE

Kill the three Storm Troopers midway through the shaft to the escape pod level.

This mission is rigged with explosives. The first level explodes after five minutes. The second explodes after three minutes and the lower deck explodes after four minutes.

NOTE

THE MISSION BEGINS ONCE THE ELEVATOR REACHES THE ESCAPE POD DECK. ALARMS BLARE THROUGHOUT THE SHIP, SIGNALING ITS IMMINENT DESTRUCTION. CAPTAIN ARDIAS TELLS YOU TO GET TO THE DROP PODS AND EVACUATE. YOU STEP OUT OF THE ELEVATOR INTO A HALLWAY THAT CONTAINS A MEDIKIT AND A BURST CANNON.



At the T junction a short distance in front of you, two Storm Troopers run from left to right. Follow them and gun them down with your Burst Cannon. They drop Autoguns, but don't bother picking them up. As the corridor turns left it stops at a door. Terrible noises emanate from the other side, but you can only wait until the door opens for you.



When it opens, a Storm Trooper runs toward you, chased by a Chaos Space Marine. Spin that Burst Cannon and take them both down. Pick up the Chaos Space Marine's Chaos Bolter. Step through the door into a room that drops to unseen depths. The bridge across this gap has been destroyed, so walk across the pipes to the doorway on the right. Before you go through, jump onto the lip of the wall to your left and behind you if you need the two medikits there.



As soon as you enter the room, two Storm Troopers at the door on the right start shooting at you. You can try to kill them or wait for them to leave.



TIP



THE BROKEN PATH KEEPS YOU FROM RUNNING UP TO THEM, AND AT THIS DISTANCE, YOUR WEAPONS AREN'T VERY ACCURATE. JUST STEP BACK THROUGH THE DOOR YOU CAME FROM AND WAIT FOR THEM TO LEAVE. WHEN THE TIMER RUNS DOWN TO JUST OVER FOUR MINUTES LEFT, THEY YELL, "THE SHIP IS ABOUT TO BE CLEANSED!" AND RETREAT THROUGH THEIR DOOR. AT THAT POINT, RUN BACK INTO THE ROOM.



Climb onto the pipe to your right. Follow it to its end and drop onto the next pipe below. Be careful not to fall. The end of this pipe intersects with another pipe that runs into the lip of the doorway. Jump onto it and run up to the door.

CAUTION



YOU CAN'T RUN ONTO THIS PIPE FROM THE ONE YOU ARE ON BECAUSE OF THE WAY THE PIPE SLOPES. JUMP ONTO IT, BUT BE CAREFUL NOT TO LEAP TOO FAR AND FALL DOWN.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Through the door, more Storm Troopers run left to right. Follow and shoot all four down with your Chaos Bolter or Burst Cannon. The corridor turns left and ends.



But two Servitors and three Storm Troopers remain. The Servitors don't bother you, but the Storm Troopers rush to you in a rage. They blame you for their ship's looming destruction.



More Storm Troopers mill about. Run up along the right side of the hallway; that way you can see the Servitor hiding in the alcove on the left. You can't see it if you walk up the middle or left side of the hall.



There is an elevator on the left, as well as a medikit. The door to the elevator won't open for a few seconds. When it does, hop in and press the controls to send the lift down.



When the door opens, you see the burning corpse of a Storm Trooper. To the left is a stream of the Taint, so head right. The hallway empties into the first escape pod room. You're out of luck, though: all the escape pods are gone.



NOTE



DON'T WORRY ABOUT THE SERVITORS. THEY'RE RUNNING AWAY IN FEAR AND WILL BE GUNNED DOWN BY THE STORM TROOPERS. BUT PICK UP THEIR SHOTGUNS. THIS POWERFUL WEAPON EASILY TAKES DOWN STORM TROOPERS WITH ONE DOUBLE SHOT.



Once you've killed the Storm Troopers, look right. Two empty escape pod docks flank a hallway. A medikit sits by the foot of the archway. Continue down this hallway.



YOU CAN'T SEE THE SMALL ALCOVE ON THE LEFT WALL AS YOU WALK UP. NOT ONLY CAN THE SERVITOR THERE AMBUSH YOU AT POINT-BLANK RANGE WITH HIS SHOTGUN, BUT IF YOU TRY TO HIDE IN THERE, USING THE CRATES FOR COVER, YOU'RE IN FOR A RUDE SURPRISE. THE CRATES ARE FLAMMABLE AND EXPLODE IF HIT BY THE STORM TROOPERS.



The alcove also holds green and red medikits. The red medikit is hidden behind some flammable crates. Kill the Servitor first because his Shotgun at this range is deadlier than the Storm Troopers' Autoguns. Then finish off the others. Add the Servitor's ammo to your Shotgun.

CAUTION

LAST CHANCE

CAUTION



THERE IS BURST CANNON AMMO AND A PAIR OF GRENADES AT THE END OF THIS HALLWAY, BUT THEY LIE DANGEROUSLY CLOSE TO THE TAINT. IF YOU WALK UP TO TRY TO GET THEM, YOU'LL BE BURNED ALIVE. INSTEAD, HOP ONTO THE LIP OF THE RIGHT WALL AND CAREFULLY WALK OVER TO THEM. YOU'LL GET THE GRENADES AND BURST CANNON WITHOUT GETTING HURT.

The only way to go is left, but notice that the stairwell has been destroyed by the explosions on the ship. Now it's a ruined vertical shaft. You must jump down to the lower escape pod decks. Walk to the edge of the floor and peer down. Notice ledges jutting out from the left and right walls at irregular intervals. Jump onto the left ledge first.



A Storm Trooper above you and to the left opens fire. From a ledge below and to the left, another attacks. Remember that spot.



Once you've killed them both, jump onto another ledge below you to your right. Then hop onto the ledge where the second Storm Trooper attacked you. It opens into a hallway. Go down it and greet a third Storm Trooper. Killing him completes the secret objective.

SECRET OBJECTIVE!

This ledge leads into a room halfway down the broken shaft. If you kill the three Storm Troopers defending this area, you've accomplished your secret task. Two Storm Troopers are outside this room, while one is inside.

Continue down the shaft to the bottom of the escape pod deck. Look right; jump onto another ledge. Turn around and leap onto the next ledge below you. Turn left, then walk across the debris and into the hallway in front of you. You've reached the lower drop pod deck.



The hallway reaches a T junction. Three Storm Troopers run right to left. Gun them down from behind with your Shotgun.



At the end of this hallway, you find another pod room but strike out yet again. Two Storm Troopers attack you, firing out from a hallway on the right wall. Kill them and get back to full health using the two medkits to the left of the entrance. Then pick up the Chaos Bolter on the floor.



The next room is the hardest ordeal you've faced on this level. Proceed down the hallway on the right.

Midway through the hall, a Missile blast streaks across your view. In the next pod room, instead of escape pods you find three Chaos Space Marines and two Storm Troopers.



NOTE

TWO OF THE CHAOS SPACE MARINES USE CHAOS BOLTERS, BUT ONE WIELDS A MISSILE LAUNCHER. WATCH OUT FOR THIS ONE, AS ONE SHOT WILL KILL YOU, EVEN IF YOU ARE AT FULL HEALTH.

Concentrate solely on the Chaos Space Marines. They kill the Storm Troopers anyway, and these Marines are a much bigger threat. There are two Marines to your right and one directly ahead of you. Rush the two to the right. The pillars to your right provide cover, so the third Chaos Space Marine will have a hard time hitting you.

TIP



POSITION YOURSELF IN FRONT OF THE FIRST CHAOS SPACE MARINE SO THAT HE PROVIDES COVER BETWEEN YOU AND THE MARINE BEHIND HIM. THIS IS IMPORTANT, AS THAT SECOND MARINE HAS A MISSILE LAUNCHER. ONE HIT AND YOU DIE! BUT IF YOU USE THE FIRST MARINE AS COVER, YOU'LL BE SAFE FROM THE MISSILE. THAT SECOND MARINE WILL SHOOT AT YOU BUT HIT THE FIRST MARINE INSTEAD.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Use your Chaos Bolter's double shot to lay down a burst of explosions around the first two Chaos Space Marines. Speed is essential here, because the three Marines can kill you extremely quickly. Maneuver yourself so the Marine in the back helps you by shooting his comrade in the back in his zeal to hit you. Once they are down, rush to the body of the second Marine and grab the Missile Launcher off his dead body.



NEW WEAPON

This is the first time you pick up a Missile Launcher. It is the most powerful weapon in the game, and one hit can kill a Chaos Space Marine. But ammo is tough to come by. One more Missile Launcher lies on the ground behind the third Marine. Pick it up to use on the next big enemy. For more on how to use the Missile Launcher, refer to chapter 3, Weapons and Items.

By now, you should be in view of the third Chaos Space Marine. Duck behind a pillar for cover, wait until he shoots you with his Bolter, then jump out and hit him with the Missile Launcher. One shot is all it takes. Proceed through the door he was guarding.



As you walk down the hallway, you see a Chaos Space Marine up ahead running into an escape pod room. He and the other Space Marines are taking all the pods and fleeing to the planet below. Ardius tells you to jump down to the next pod deck below this one, as there is an escape pod waiting for you there. He wants you to get off the ship and meet him on the planet.



JUMP DOWN THIS HOLE TO THE POD DECK BELOW.

As soon as you descend to this lower level, your timer resets and you gain another objective. This time, you have to kill the Chaos Dreadnought before you can get in the pod.



NOTE

THIS ENTIRE PORTION OF THE LEVEL, INCLUDING THE ROOM YOU LAND IN, HAS LOTS OF WEAPONS AND MEDIKITS. REFER TO THE LEVEL MAP FOR A DETAILED ACCOUNT OF WHAT LIES WHERE. TAKE NOTE ESPECIALLY OF WHERE THE GRENADES, MEDIKITS, MISSILE LAUNCHERS, AND CHAOS BOLTERS ARE. THEY ARE ESSENTIAL TO VICTORY AGAINST THIS LEVEL'S END BOSS.

You land on a pile of debris, and looking out from it you see two openings: one on the left and one on the right. In front of the right opening, an empty escape pod waits for you across the vast room. But first, you have to deal with the Dreadnought.



It begins firing at you. You can see it by looking out the right archway. Immediately, your Tau computer begins analyzing the mechanical monstrosity.

TIP

ONCE YOUR TAU COMPUTER FINISHES ITS ANALYSIS, IT INFORMS YOU THAT THE ARMS ARE THE VULNERABLE PORTION OF THE CREATURE. HIT THE DREADNOUGHT THERE FOR MAXIMUM EFFECT.



TAKE COVER BEHIND THESE PILLARS.

BOSS WATCH!



Name: Dreadnought

Unit Type: Walking weapons platform

Armament: Missile launcher, Autocannon, grenades

Weak Spots: Arms

The end boss of level 15 is the Chaos Dreadnought. It is a large, bipedal cyborg with two guns for arms. It is by far the strongest foe you've faced yet.

On its right arm a mounted Autocannon fires a virtually nonstop string of bullets, while the left arm is a full-fledged Missile Launcher. As if that isn't bad enough, the Dreadnought also has an unlimited supply of grenades to hurl at you. With this assortment of weapons, the Dreadnought is a killer at any range: close, medium, or long. A direct hit from Missile or grenade can kill you, and the Autocannon will shred your shield and health in a matter of seconds if you stand still too long.

The key to defeating the Dreadnought is timing. There is a several-second delay between each Missile the Dreadnought fires. Wait behind cover for the first Missile to go off, then come out, hit the Dreadnought with Missiles or grenades, and duck back behind cover before the next Missile attack. Repeat this cycle until the creature is dead.

The weak spots of the Dreadnought are its two arms. Destroying an arm disables the attendant weapon. But keep in mind that the Dreadnought's torso can swivel independently of its legs, so even if you think you can sneak around the thing, it can twist around and suddenly move its arm out of the way.

If it proves too difficult to hit the Dreadnought's arms, use a Missile Launcher and hit the creature's torso. Then follow up with grenades at close-to-medium range and the Chaos Bolter at medium-to-long range. Don't worry about making a direct hit with the grenade; throw it at the Dreadnought and let it roll to hit his legs.

If you stay in this room, the Dreadnought will just shower you with bullets and Missile. You're a sitting duck, so scramble down from the pile of debris and run through the left opening. Hug the walls, avoiding the Taint. Use the great stone columns for cover against the Dreadnought.



MISSILE LAUNCHER

Keep walking up so you are parallel with the Dreadnought. A Missile Launcher lies on the ground. Pick it up, but remember where you dropped your Chaos Bolter. You might need it later.



While using the pillar for cover, wait for a momentary lapse in the Dreadnought's attacks. Then jump out and fire the Missile at one of the Dreadnought's arm.



Pick up the grenades, which are only a few yards away from you, and then retrieve your Chaos Bolter. The best weapons to take on the Chaos Dreadnought are grenades and your Chaos Bolter. There is another Missile Launcher, which would be even better, near the Dreadnought's feet, but it's too dangerous to get it.

Run around the Dreadnought, firing your Bolter while avoiding its Missiles. It also hurls grenades, so step around those. Hurling several grenades at the Dreadnought is your best bet, as these do more damage than your Bolter. But when you run out of grenades, hold your finger on the secondary fire mode of the Chaos Bolter to shroud the Dreadnought in Bolter explosions.

TIP



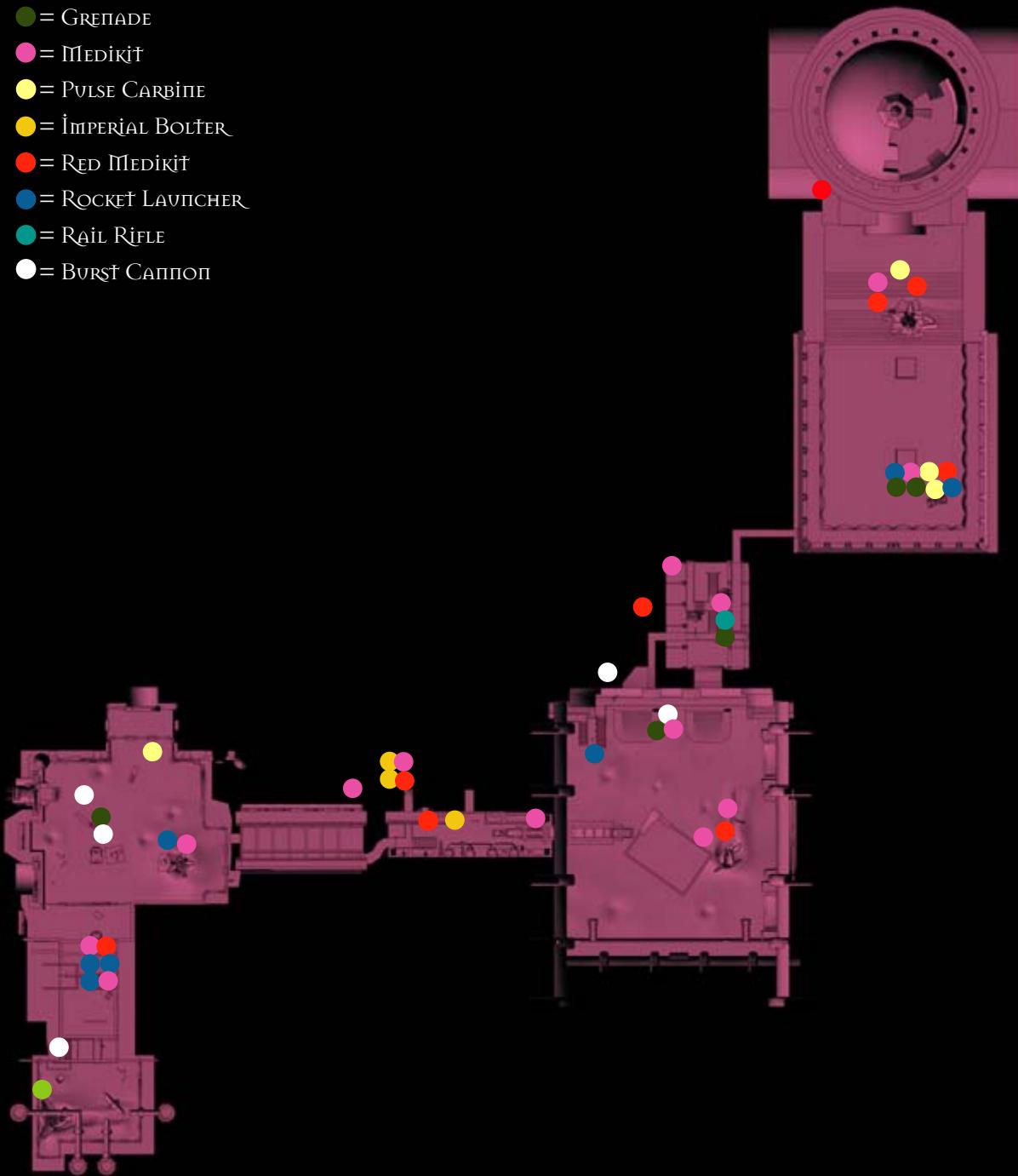
DIRECTLY IN FRONT OF THE CHAOS DREADNOUGHT IS A LARGE BOX. DUCK UNDER IT FOR COVER, SO THE DREADNOUGHT'S MISSILES HIT THE BOX INSTEAD OF YOU. WATCH OUT FOR ITS GRENADES, THOUGH, WHICH CAN BE LOBBED OVER THE BOX. FROM THIS COVER, YOU CAN POP UP TO HURL YOUR OWN GRENADES OR SHOOT YOUR BOLTER IN BETWEEN LULLS IN HIS MISSILE FIRING.

This is an extremely difficult challenge, but once you destroy the Dreadnought, head over to the escape pod and climb in to advance to the next level. You'll then be treated to a CG movie of the mass exodus from the ship as it explodes.



CITY IN TATTERS

- = Start Location
- = Finish Location
- = GRENADE
- = MEDIKIT
- = PULSE CARBINE
- = IMPERIAL BOLTER
- = RED MEDIKIT
- = ROCKET LAUNCHER
- = RAIL RIFLE
- = BURST CANNON



CITY IN TATTERS

MISSION OBJECTIVES

Locate Ardias.
Locate the Titan hangar.

WEAPONS AVAILABLE

- Chaos Bolter
- Imperial Bolter
- Plasma Pistol
- Plasma Gun
- Missile Launcher
- Tau Burst Cannon
- Tau Pulse Carbine
- Tau Rail Rifle

ENEMIES ENCOUNTERED

- Chaos Minor Daemon
- Chaos Space Marines
- Chaos Obliterators
- Chaos Raptors

SECRET OBJECTIVE

Kill both Obliterators at the end of the level.



This mission begins once your escape pod crashes onto the planet below. Once you land, Captain Ardias contacts you and tells you to rendezvous with him. An arrow points to the rendezvous area and the distance to it appears on your screen.



CAUTION

CHAOS SPACE MARINES SOMETIMES "REINCARNATE". THEY WILL FALL TO THE GROUND—SEEMINGLY DEAD—ONLY TO RISE AND ATTACK YOU.

All seems quiet at first, but you're soon involved in some furious fire-fights. Step out and follow the train tracks left. After you've walked a fair distance, you see some boxes on your right. Besides three medikits, three Missile Launchers sit propped up against the boxes. Pick them up—they will come in very handy soon. Continue walking to a metal door.



When you get close, it opens and a Chaos Space Marine walks through. One direct shot from the Missile Launcher wipes him out.

NOTE



IT TAKES A DIRECT HIT FROM THE MISSILE LAUNCHER TO KILL THE CHAOS SPACE MARINE WITH ONE BLOW. OTHERWISE, IT TAKES TWO MISSILES. AT THAT POINT, IT'S A WASTE. IF THE CHAOS SPACE MARINE DOESN'T DROP FROM ONE MISSILE, SWITCH TO YOUR BURST CANNON. A FEW ROUNDS WILL FINISH HIM OFF.

Three more Marines wait on the other side of the door. Two eventually come after you. Wait for them and greet them with Missiles. The third will not leave the area, so run through the door to engage him.

TIP

IF YOU ARE RUNNING LOW ON HEALTH, COME BACK TO THE BOXES IN THE BEGINNING OF THE LEVEL FOR THE THREE MEDIKITS.



In the large courtyard past the door, another medikit sits on a flatbed to your right. Past it is a crater where an escape pod has crash-landed. Atop the crater is another Chaos Space Marine. Use your last Missile on him. Or, pick up a Plasma Gun and down him with a charged shot or two.



The next area is past a door behind this Chaos Space Marine, but as you run up to this point, you notice a Chaos Minor Daemon hovering near his body. It fires plasma blasts at you. It's small and quick, and thus difficult to hit with a single-shot weapon, so use your Burst Cannon to spray the little pest. Behind the escape pod is a door and a switch to open it.



You come to a large room and immediately see an Ultramarine. Don't worry, he won't attack you. He is being attacked by a Chaos Raptor. Another Marine at the opposite end of the room fights a second Raptor. The Ultramarine helps you a little, but the Raptors are really gunning for you and will eviscerate you in seconds if you aren't prepared.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

CAUTION



THIS IS THE FIRST TIME YOU FACE A CHAOS RAPTOR. THESE ENEMIES ARE VERY FAST AND CAN RUN CIRCLES AROUND YOU. THEY ALSO HAVE TWO WEAPONS: THEY CAN FIRE A PLASMA PISTOL OR RUN UP AND SLASH YOU WITH THEIR CLAWS. THEY ARE NOT AS DURABLE AS CHAOS SPACE MARINES AND CAN BE KILLED WITH ONE DIRECT CHAOS BOLTER HIT, BUT THEY ARE FAR DEADLIER BECAUSE OF THEIR SPEED AND CLOSE-RANGE ATTACKS. USE A WEAPON WITH A FAST RATE OF FIRE TO ATTACK THEM, RATHER THAN A SLOW WEAPON LIKE A PLASMA WEAPON OR SHOTGUN.

After this area, some metal steps lead down into a large room. To your left a small closet holds two medikits and two Imperial Bolters. Stop here before you descend the steps because you can't come back.

CAUTION



ONCE YOU DESCEND THE STAIRS, A VENT BLOWS DEADLY GAS ACROSS THE STEPS. YOU CAN'T GO BACK BECAUSE THE GAS WILL KILL YOU.

Once you step down into the room, a door at the top of the left wall opens.



A CHAOS RAPTOR LEAPS DOWN FROM THE DOOR AND RUSHES UP TO TRY TO CLAW YOU TO DEATH. PUMP IT WITH A FEW CHAOS BOLTER MISSILES BEFORE IT CAN GET TO YOU.

TIP

FACING THE ELEVATOR, A GREEN MEDIKIT IS IN THE FAR RIGHT CORNER, UNDER THE SWITCH FOR THE ELEVATOR, AND THE RED MEDIKIT IS ON THE RIGHT WALL. USE THEM IF YOU FIND YOURSELF LOW ON HEALTH.



AT THE FAR END OF THIS ROOM IS AN ELEVATOR SHAFT. WITHIN A FEW SECONDS, THE ELEVATOR DESCENDS, CARRYING TWO CHAOS SPACE MARINES. THEY BOTH USE CHAOS BOLTERS, SO KEEP MOVING TO AVOID GETTING HIT. REPLENISH YOUR AMMO WITH THEIR DROPPED WEAPONS.



TIP



SINCE YOU KNOW EXACTLY WHERE THE MARINES ARE COMING FROM, SET UP AN AMBUSH. GO TO THE RIGHT OF THE ELEVATOR, NEAR THE MEDIKIT AND SWITCH. CROUCH AND AIM YOUR SIGHTS ON WHERE THE ELEVATOR PLATFORM WILL ARRIVE. YOU'LL HAVE A PERFECT SHOT AT ONE CHAOS SPACE MARINE, WHILE THE RAILING IN FRONT OF YOU PROVIDES COVER FROM THE SECOND ONE. AS SOON AS THEY ARRIVE, START DOUBLE-SHOOTING THAT AREA. YOU'LL TAKE ONE OUT IN SECONDS BEFORE THE OTHER CAN MOVE AROUND TO ATTACK YOU. AND IF YOU NEED HEALTH, TAKE A FEW STEPS BEHIND YOU FOR THE MEDIKIT.

Once you kill them, hop on the elevator and flip the switch to ride it to the upper level.



THE ELEVATOR TAKES YOU UP TO A MASSIVE COURTYARD WITH A HUGE TREAD MACHINE IN THE MIDDLE. CHAOS SPACE MARINES RAIN FIRE DOWN ON YOU FROM RAMPARTS ON EITHER SIDE OF THE COURTYARD.



CITY IN TATTERS

An Ultramarine fights a Chaos Space Marine. Kill the Chaos Space Marine. Around the courtyard, a Burst Cannon and a Missile Launcher are lying on the ground. There is also a red medikit.



On the other side of the massive tread machine lurk two Chaos Raptors. But of even greater concern are the Chaos Space Marines on the ramparts. One rampart is accessible by stairs; the other cannot be reached. Coincidentally, the accessible one is where you want to go anyway.

TIP

REFER TO THE MAP TO FIND OUT WHERE THE ITEMS ARE IN THIS VAST COURTYARD. YOU'LL FIND A MISSILE LAUNCHER, BURST CANNONS, AND SEVERAL MEDIKITS.



There are two Chaos Space Marines up here. One employs a Plasma Gun while the other uses a Chaos Bolter. Use the Missile Launcher to kill one from below and then ascend the stairs to confront the other. Use a rapid flurry of Chaos Bolter double shots or the Burst Cannon to run that Marine down.



Of the two doors on your left, one opens with a switch. Flip it and enter.



Run through a corridor, which turns right and then opens into a two-story garage. Ardiás informs you that Severus is heading to the hangar to take control of a massive Imperial machine called the Titan. He cannot be allowed to have it. Ardiás exhorts you to press forward.



Four sets of stairs lead down. In the middle you are greeted by the sight of a Tau warrior, the first you've seen in a long time. He is using a Burst Cannon and fighting a Chaos Space Marine. Hurry and help him. Between the two of you, the Chaos Space Marine will be dead in no time.



Follow the Tau warrior down the stairs to the ground floor of the tank garage to battle two more Chaos Space Marines. One waits at the far end of the garage near the giant doors but will come forward if a protracted battle occurs. Both use Chaos Bolters. Dispatch them quickly and walk down to the other side of the garage.

NOTE

THE TAU WARRIOR CAN ONLY DO SO MUCH ON HIS OWN. IF YOU WAIT TOO LONG, THE CHAOS SPACE MARINES ON THE GROUND FLOOR WILL KILL HIM.



As you are walking, on the left you see a new weapon, the experimental Tau Rail Rifle. Your Tau computer briefs you on the rifle, but you don't know why it's here. Maybe a Tau brother fell in battle here. But he left you a powerful new weapon. Take it and use it wisely. You have only 16 rounds.

NEW WEAPON

The Rail Rifle is one of the most powerful weapons in the game. Its sniper mode lets you kill such powerful enemies as the Chaos Space Marine with one shot from far away. Because it's an experimental weapon, you can't let it fall into enemy hands. That means you can't drop it, even if you run out of ammo. Turn to chapter 3, Weapons and Items, for more information on how to use this weapon.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



When you exit into the great courtyard, Captain Ardias tells you that your people have assigned you to help him destroy the Titan hangar. Several Tau wait up ahead at the remains of a gunship, ready to take you to that hangar. You're greeted by two Tau warriors, who ask you to follow them. Stop off at the the gunship to collect any ammo you need, as well as grenades. There is also a Tau Pulse Carbine.



As the Tau advance, Raptors start closing in, then two Chaos Space Marines teleport in, one after the other. This is a tough band of foes, but none of them compare with the firepower and strength of the two Obliterators on the top of the stairs.

NOTE

THE TEMPLE DOORWAY ONLY OPENS TO LET THE OBLITERATORS OUT WHEN MOST OF THE ENEMIES ARE DEAD.

TIP

YOU MIGHT BE TEMPTED TO SNIPE THE CHAOS RAPTORS AND MARINES, BUT THAT WOULD USE UP TOO MUCH OF YOUR PRECIOUS AMMO. IT'S SAFE TO USE THE RAIL RIFLE ON THE CHAOS SPACE MARINES BECAUSE THEY ARE SLOW, BUT DON'T WASTE IT ON THE RAPTORS. SAVE THE REST OF THE AMMO FOR THE OBLITERATORS.



Run through this gauntlet of foes, using the Burst Cannon or Chaos Bolter to kill the Chaos Raptors and Chaos Space Marines. Your fellow Tau help you. You can probably make out one of the Obliterators from the gunship.



Stay here and snipe at it with your Rail Rifle until it dies. You won't have enough ammo left to kill the other Obliterator, though, so start moving up. Pick up the Carbine so you can shoot grenades better.



Ascending the stairs, you pass the wreck of an escape pod. Here there are three medikits and a Plasma Gun. Up at the top of the stairs is an doorway with two locked doors on either side of it. Guarding the doorway are the second Obliterator and two Chaos Minor Daemons. Kill the Daemons first. They are weak, but their blasts can distract you while you are fighting the Obliterator.



Use your Carbine to pump your eight grenades at it. You might have to run back to pick up a Burst Cannon or Chaos Bolter to finish it off.

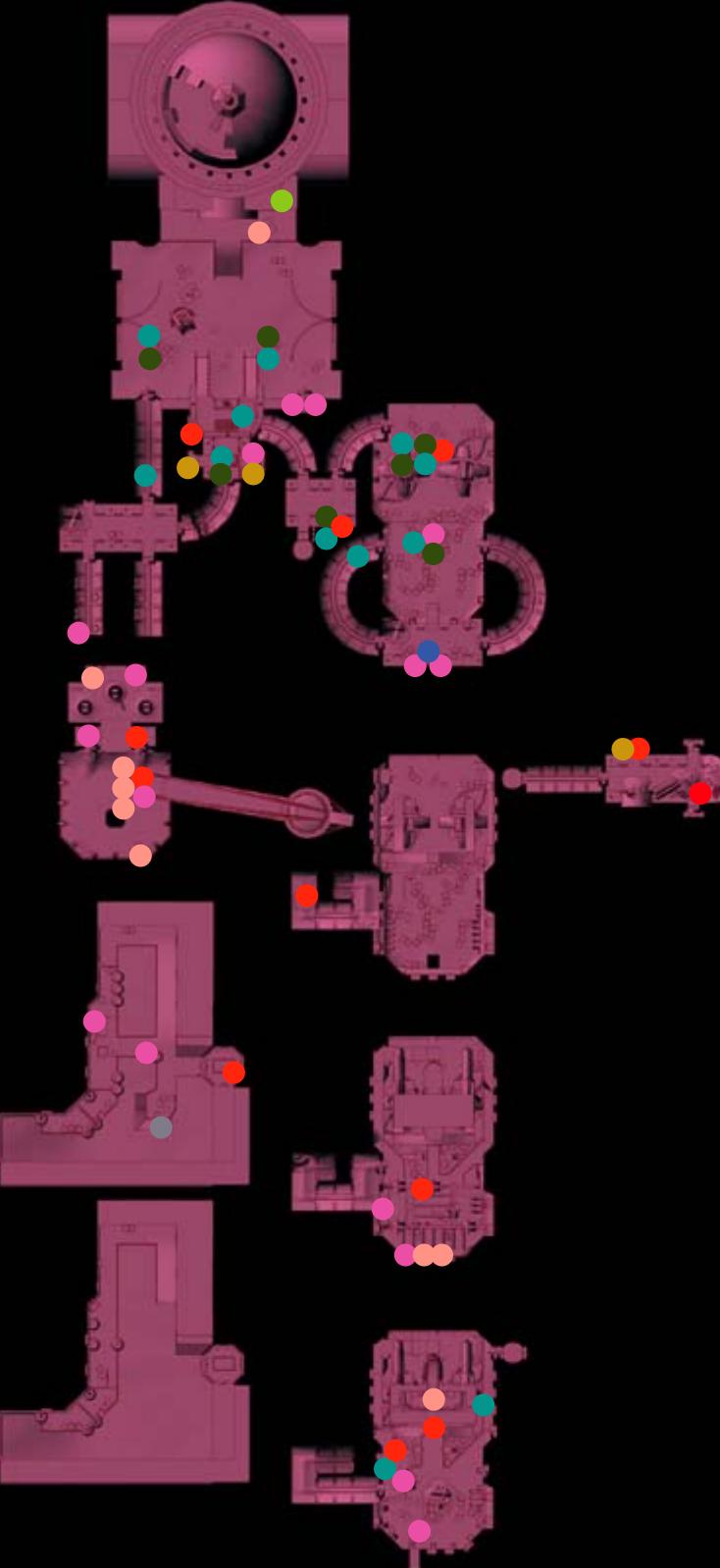
SECRET OBJECTIVE!

The secret task for this level is to kill the two Obliterators. Follow the steps outlined in the walkthrough and you'll accomplish that goal on your way to completing the level.



Once you've killed it, enter the room it was guarding and flip the switch on the left. That opens the locked door on the left outside. Back out of the room and proceed left. The door is open. Enter and you will be taken to the Titan hangar.

TITANIC



- = Start Location
- = Finish Location
- = BLUE KEY
- = GRENADE
- = MEDIKIT
- = RED MEDIKIT
- = MELAGUI
- = CHAOS BOLTER
- = RAIL RIFLE
- = PLASMA PISTOL

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Find the Titan.
- Access the upper levels.
- Place a charge on the left knee joint.
- Place a charge on the right knee joint.
- Place a charge on the pelvic joint.
- Place a charge on the head.
- Destroy the Titan.

WEAPONS AVAILABLE

- Chaos Bolter
- Plasma Gun
- Plasma Pistol
- Tau Rail Rifle
- Meltagun

ENEMIES ENCOUNTERED

- Chaos Daemon Prince
- Chaos Space Marines
- Chaos Raptors
- Chaos Sorcerers
- Chaos Obliterator

SECRET OBJECTIVE

Shoot the Chaos Space Marine on the upper balcony when you enter the middle level of the Titan hangar.



As this level begins you step out into a large open arena. Ardiash tells you to place explosive charges on key areas of the Titan to destroy it.



Below you are crates, debris, and a broken-down Imperial tank. Too bad it can't be used for anything. On the left and right sides of the arena lie Rail Rifles. Ascend to the platform on the opposite end, where a statue of an Imperial Space Marine looms, to find another Rail Rifle ammo pack.



On the lower level of the arena doors flank the statue platform. The room on the left holds medikits. Go through the right-hand door. You hear Chaos Space Marines speaking inside.



The door leads to a descending tunnel. At the bottom, open the door prepared to fight two Chaos Space Marines. They're too close to kill with the Rail Rifle's sniper mode, but the primary fire mode works fine.



Go through the door directly in front of you and eavesdrop on a Chaos Space Marine talking to Severus. Apparently, they planned to let Captain Ardiash through. Sneak up and shoot him in the back with the Rail Rifle.

Once you exit this room, a Chaos Space Marine comes out the door to your right. Blast him and proceed through.

TIP

ONCE YOU PASS THIS DOOR, AN EXPLOSION BLOCKS OFF THE WAY BEHIND YOU. SO IF YOU NEED HEALTH, BACKTRACK FOR MEDIKITS BEFORE YOU MOVE ON.



A tunnel full of boxes and crates greets you. Pass through another door to a square room with four doors—two on the right and two on the left. Two Chaos Space Marines emerge from the far door on the right. If you camp for them, you can get them with your Rail Rifle. Watch out—a Chaos Raptor jumps from a hole in the ceiling.



TIP

THIS BATTLE COULD HURT YOU A LOT. MEDIKITS ARE STORED BEHIND THE CLOSEST DOOR ON THE RIGHT AND THE FARDEST ON THE LEFT.



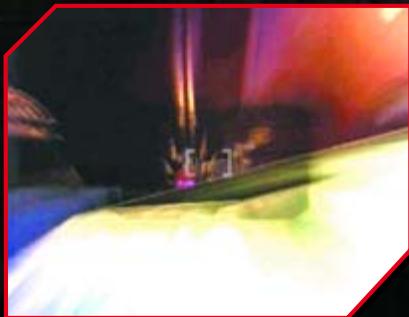
Continue in the direction from which the Chaos Space Marines came. You come to a new room with a door blocked off by a blue force field. Ardiás says you need a key to unlock the door, which gives you access to the upper levels of the Titan hangar. A Chaos Space Marine comes through a door on your left. Kill him and grab more Rail Rifle ammo. Snag the medikit if you need it.



As you go through the door and down the only corridor available to you, you arrive at the hangar for the massive Titan war machine. A Chaos Space Marine is waiting for you.

NOTE

THE HANGAR AREA HAS TWO DOORS AND ONE ELEVATOR. ALL THREE LEAD TO THE SAME ROOM, SO YOU WON'T MISS ANYTHING IF YOU DON'T EXPLORE THE REST OF THE AREA. JUST GO THROUGH THE FIRST DOOR YOU SEE TO ACHIEVE YOUR OBJECTIVE.



Although the area seems large and sprawling, there is really only one way to go. Before you follow the path, snipe the Chaos Sorcerer with your Rail Rifle. Then proceed down the path of boxes.



A Chaos Space Marine is patrolling the corridor behind the door on the right. If you carry on around the boxes you will encounter a Chaos Raptor. Another Chaos Space Marine is stationed by a doorway farther past the elevator. Go through either doorway or take the elevator down to another storage room.

NOTE

IF YOU TAKE A LITTLE WHILE, ANOTHER RAPTOR OR TWO WILL APPEAR.

TIP



IF YOU CAME INTO THIS ROOM VIA THE FIRST DOOR PRESENTED TO YOU, THEN WHEN YOU ENTER THE REPAIR ROOM, DEADLY TAINT INFECTS THE FLOOR TO YOUR LEFT. TO GET PAST IT, JUMP TO YOUR RIGHT, PAST THE BOXES. LANDING HERE ALSO GIVES YOU A PERFECT SNIPING ANGLE ON THE CHAOS SPACE MARINE.



A Chaos Space Marine works here. Sneak up and snipe him in the head with your Rail Rifle. Behind him, in a pile of blood and flesh, lies the blue key. Pick it up and run back to unlock the blue door.

CAUTION

WHEN YOU RETURN TO THE ROOM WITH THE BLUE DOOR, A CHAOS RAPTOR IS LURKING IN AMBUSH.

Inside the blue door an elevator takes you to the upper level, where you can set the charges on the Titan to destroy it.

When the elevator reaches the top, run up a series of spiraling tunnels. Be very careful not to touch any of the Taint that pools on the ground.



Take the first door available to you. It empties onto the middle level of the Titan hangar. Use your Rail Rifle's sniper mode to shoot down the Space Chaos Space Marines on the other side of the door.

SECRET OBJECTIVE!



The Chaos Space Marine at the upper level is your secret objective. Kill him with the Rail Rifle's sniper mode after you've eliminated the other three Chaos Space Marines. Once you destroy him, your secret task is fulfilled.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

One Chaos Space Marine roams the top level. Three others patrol your level. If you don't pick them off with your Rail Rifle sniper mode in time, they'll run after you. Two use Chaos Bolters, and two use Plasma Guns. Shoot the Marine across from you first, as he is easy to hit from behind the doorway. Then step out and snipe the Chaos Space Marine on the upper level. Watch out for the Chaos Sorcerer.



TO LOWER THIS PLATFORM, LOOK FOR A BUTTON A LEVEL UP.

When you enter the middle level, to your left a walkway leads to the pelvic joint of the Titan. You'll come back here later.

For now, go right. Pass through one small room and into another. Each room has a medikit. The second room has two doors, one on the right and one on the left. For now, go left. A Chaos Raptor waits in ambush in the next room. Kill it with your Chaos Bolter. Open the door on the left side of the room. Blow away the Chaos Space Marine you see and enter the next room. It contains a full medikit.

Pass through the door to your right and you are once again in the hangar. This time, you're on a sublevel with the two knee joints of the Titan.



Take the walkway down and to the left to the first knee joint. Place the explosive on the joint to fulfill this objective. Shortly after, a Chaos Space Marine teleports in, appearing near the top of the two downward ramps. Pick him off with your Rail Rifle.



Backtrack and take the right-hand walkway down to the other knee joint. Plant the explosive.

At this point, your objective is to destroy the pelvic joint. Remember that the platform leading to this joint was by the first doorway into the middle level of the hangar. But don't go there yet. The platform is raised, and you must lower it to walk to the pelvic joint. Unfortunately, the switch is far away.



Go back to the room with two doors. Now, take the door on the right. It leads outside to an area with lots of boxes. A Chaos Space Marine lies in wait, but he is not your toughest challenge. A Chaos Obliterator looms at the far end of the walkway.



Use your Rail Rifle sniper mode to get in half a dozen good shots at it from long distance. You should be able to kill it without sustaining too much damage.

TIP

THE CHAOS OBLITERATOR IS A MASSIVE, POWERFUL OPPONENT. ON ITS ONE HAND IS AN AUTO-GUN AND ON THE OTHER IS A PLASMA GUN. BUT IT IS SLOW, SO SIT DOWN, USE THE SECONDARY FIRE MODE OF THE RAIL RIFLE, AND KEEP SHOOTING IT UNTIL IT GOES DOWN.



Follow the walkway up the ramp. Be prepared because two Chaos Space Marines are waiting. Two quick shots from the Rail Rifle, or a head shot, will kill each Chaos Space Marine. This level provides loads of health and ammo. To the left is a room that appears to be a dead end. Log it for later.



Follow the path right. Pass some weapons and medikits, then take another right. Go inside the door on your left into a control room for the Titan. The Taint contaminates the ground in pockets in this room, so watch where you step. A Chaos Space Marine waits to punish you if you aren't ready with your gun.



THE SAME ICON APPEARS ON THE PELVIC JOINT PLATFORM.

The control room is behind a door. Go inside to get to the control box for the pelvic joint platform. You'll recognize it because it has the same symbol on it that adorns the pelvic joint platform. Flip the switch here and go all the way back to the platform, which is now lowered. Set the third explosive.



Go back outside and up the ramp. At this point, another Chaos Space Marine appears to shake things up. Be prepared and wipe him out with a well-placed shot from your Rail Rifle. At the top of the ramp, instead of going right, take a left, back into the room that before was a dead end. Another Chaos Space Marine exits the elevator and patrols. Kill him.



Take the elevator to the uppermost level. When you arrive at the top a long chasm gapes in front of you.



Turn around and spot two switches. The one on the left controls the elevator you were just riding. The one on the right calls a moving platform across the gap to you. Press it and then hop on the platform. Press the switch on the platform to send it back where it came from.



Jump down onto the boxes. You might hurt yourself a little, but there is a medikit below, as well as three Chaos Bolters.

There is only one doorway to walk through. As you approach, a Chaos portal opens and a Raptor jumps out at you. Once you kill it, a Chaos Daemon Prince appears on top of the building.



It rains fiery death on you. Shoot it first from far away with your Rail Rifle. If it starts teleporting around you, use the quicker double-shot mode of the Chaos Bolter.



THIS IS THE FIRST TIME YOU'VE FACE A MONSTER AS TERRIFYING AND POWERFUL AS THE CHAOS DAEMON PRINCE. IT'S ALMOST LIKE A MINI BOSS. THE RAIL RIFLE WILL KILL THIS CREATURE THE QUICKEST, REQUIRING ONLY FIVE OR SIX SHOTS. IF YOU ARE UNSURE OF YOUR AIM, USE YOUR CHAOS BOLTER AND ITS RAPID DOUBLE SHOT INSTEAD. YOU'LL GO THROUGH TWO CLIPS AT LEAST BEFORE IT DIES.

THE MOST ANNOYING AND POWERFUL TRAIT OF THE DAEMON IS ITS ABILITY TO TELEPORT AROUND THE BATTLEFIELD, MUCH LIKE THE CHAOS SORCERER. THE DAEMON KEEPS MOVING, OFTEN APPEARING BEHIND YOU. AFTER YOU HIT IT TURN AROUND AND KEEP SCANNING SO YOU CAN PREPARE FOR THE DAEMON'S ARRIVAL. THE DAEMON SHOOTS A POWERFUL PLASMA BLAST THAT CAN ERASE YOUR SHIELD IN SECONDS. KEEP MOVING, AND FIRE AS MANY SHOTS AS POSSIBLE WHEN THE DAEMON APPEARS.



Once the Chaos Daemon Prince is destroyed, enter the room and face the Chaos Sorcerer. Try to snipe at him with the Rail Rifle. Three shots should kill him.

Two Chaos Space Marines attend to monitors. Kill them with one Rail Rifle shot each to the head in sniper mode. With the enemies out of the way, drop into the middle hole.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



A wire is ripped out of the hole, leaving you just enough space to jump down. You land on the roof of the Titan head. Jump down the next hole into the head itself.



A Chaos Space Marine stands with his back to you. Snipe him, turn around, and then enter the door into the Titan's brain. Place the explosive charge and leave.



Flip the switch to the right of the door to open it. You're in the upper control room level again. Take a left and walk down the path.

TIP

NO ONE SAYS YOU HAVE TO FIGHT IT.

WHEN YOU PASS THE DOOR ON YOUR RIGHT THAT LEADS OUTSIDE, A CHAOS PORTAL OPENS UP AND A CHAOS RAPTOR WILL COME OUT AFTER YOU. THERE IS NO REASON TO STAY TO FIGHT IT. JUST IGNORE THE PORTAL AND RUN. YOU'LL BE INTO THE NEXT AREA BEFORE THE RAPTOR EVER APPEARS. IF YOU STAY AND FIGHT THE RAPTOR, MORE THAN ONE MAY APPEAR.

Go through the farthest door on the right and take the elevator down. From above, you hear the explosion as the Titan is destroyed.

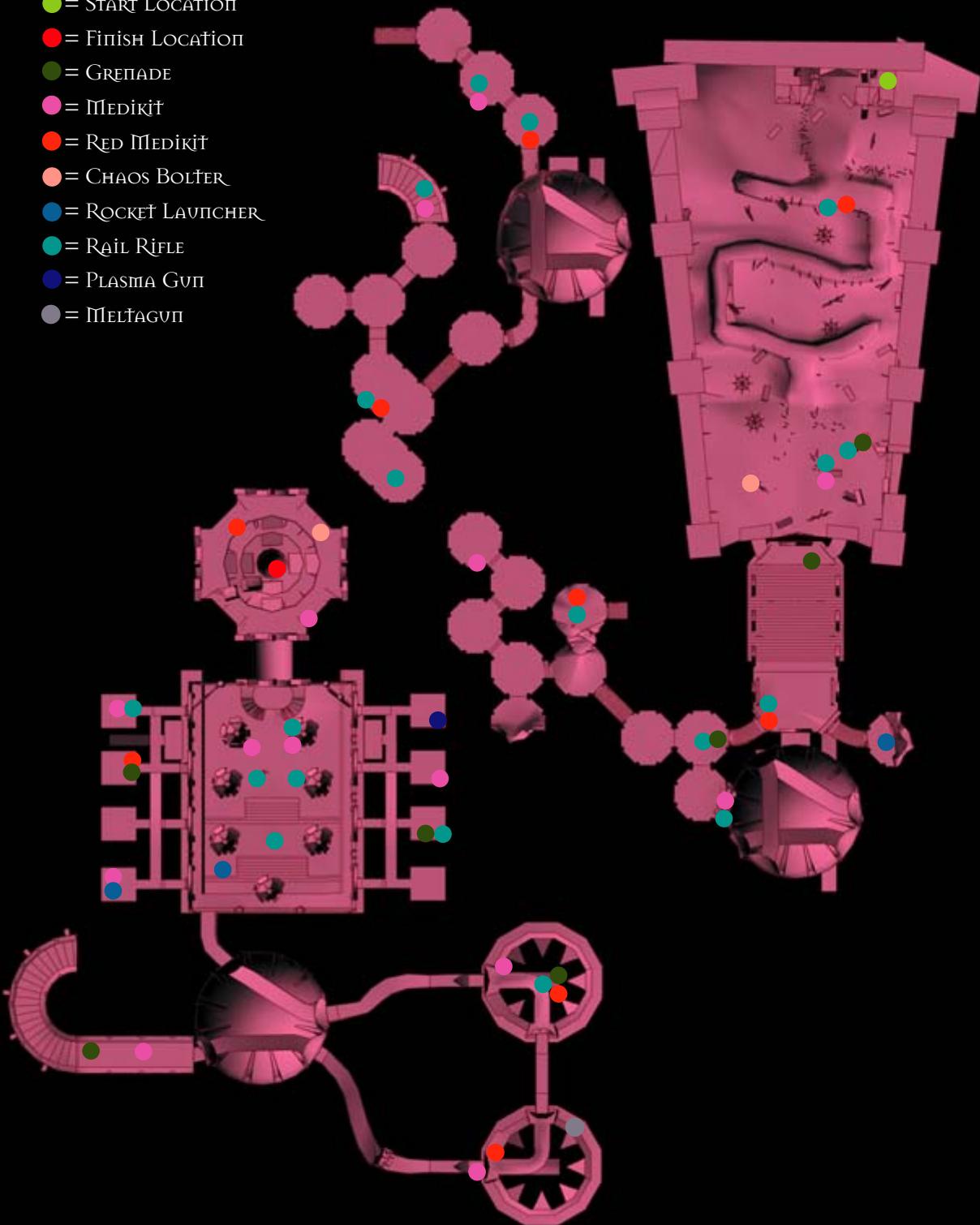


When the elevator arrives at the ground floor and opens its doors, you're in a ruined area, but at the far end Captain Ardius waits by a speeder. You both set off onto the next mission.



DESCENT

- = START LOCATION
- = FINISH LOCATION
- = GRENADE
- = MEDIKIT
- = RED MEDIKIT
- = CHAOS BOLTER
- = ROCKET LAUNCHER
- = RAIL RIFLE
- = PLASMA GUN
- = MELTAGUN



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

Gain entry into the Pit.
Get to the base of the Pit.

WEAPONS AVAILABLE

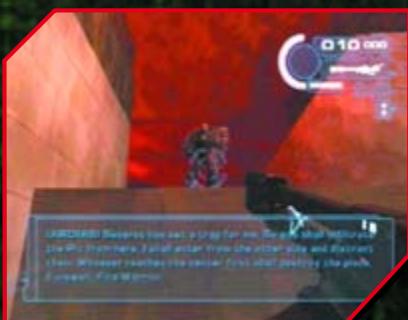
- Chaos Bolter
- MeltaGun
- Plasma Gun
- Plasma Pistol
- Missile Launcher
- Tau Rail Rifle

ENEMIES ENCOUNTERED

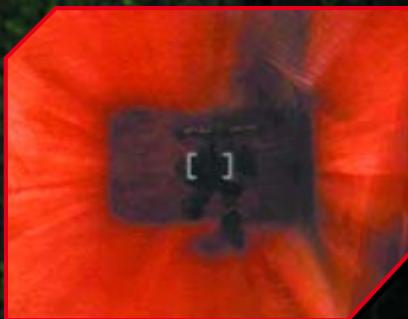
- Chaos Minor Daemon
- Chaos Daemon Prince
- Chaos Space Marines
- Chaos Obliterators
- Chaos Raptors
- Chaos Sorcerers

SECRET OBJECTIVE

Find the MeltaGun.



You and Captain Ardias have arrived via speeder at the Pit, the base where Severus has retreated. Severus is expecting Ardias, so Ardias creates a diversion while you make your way through the front entrance.



While Ardias briefs you, a Chaos Space Marine sets up position to attack you. Take a look at your surroundings. Below you spreads a war-torn battlefield, with a trench snaking through the terrain. Up ahead is the front wall of Severus's fortress.

TIP



DON'T WAIT UNTIL CAPTAIN ARDIAS FINISHES HIS BRIEFING BEFORE YOU SHOOT AT THE CHAOS SPACE MARINES BELOW. THEY'LL WAIT UNTIL HE STOPS TALKING, BUT YOU DON'T HAVE TO. GO INTO SNIPER MODE AND WATCH THE PORTION OF THE TRENCH PATH THAT YOU CAN SEE BEFORE YOU. KEEP YOUR RAIL RIFLE AIMED THERE, AND WHEN THE FIRST CHAOS SPACE MARINE RUNS DOWN, POP HIM IN THE FACE.

First one, then two, and finally three Chaos Space Marines will race down the trench to take up firing positions. But only one will begin aiming and shoots at you. The others just sit and wait. Follow the path of the trench, which snakes up like a backwards S, until you spot the head of a Chaos Raptor barely peeking up above the dirt.



Use your Rail Rifle sniper mode to shoot down the first Chaos Space Marine, who is closest to you and firing a Plasma Gun. Then snipe at the remaining Chaos Space Marines and Raptor.



TIP

THE THIRD CHAOS SPACE MARINE DROPS A MISSILE LAUNCHER. PICK IT UP.

They should be easy pickings just standing there. When they've been eliminated, drop down and walk through the trench. As you leave the trench and make your way to the fortress, you pass several Rail Rifles, a medikit, and a pair of grenades. Stock up.



The fortress has two entrances. Take either. In the first huge room great wall-to-wall stairs descend into a lobby, with two archways on the left and right at the bottom. A medikit sits by the right-hand door.



Make your way down, but be prepared. As soon as you pass the halfway mark, Chaos portals appear over both entrances at the top of the stairs. Run down to get as far from the portal as you can.

CAUTION

WHEN RUSHING DOWN THE STAIRS TO AVOID THE CHAOS CREATURES FROM THE PORTAL, DON'T RUN INTO THE RIGHT-HAND ROOM. DON'T EVEN COME NEAR IT. IF YOU DO, A SECOND CHAOS PORTAL OPENS AND ANOTHER CHAOS SPACE MARINE POPS OUT. NOT ONLY WILL YOU HAVE ONE MORE ENEMY TO DEAL WITH, BUT YOU WON'T BE ABLE TO HIDE IN THE OTHER ROOM WITH THIS MARINE SO NEAR YOU.

After a few seconds, two Chaos Space Marines pop out and shoot at you. One uses a Plasma Gun, the other a Chaos Bolter. Between the two, they can knock out your shields and blast your health in seconds. After you waste them, two Chaos Raptors emerge and fly toward you.

TIP

AS SOON AS YOU HEAR THE CHAOS PORTAL OPEN, RUN DOWNTAIRS AND DUCK INTO THE LEFT-HAND ROOM. CAMP THERE, USING THE ROOM AS COVER, AND WAIT FOR THE MARINES TO COME OUT. SINCE THE MARINES CAN'T SEE YOU, THEY STAY AT THE TOP, MOTIONLESS. SNIPE THEM SAFELY WITH YOUR RAIL RIFLE. THE CHAOS RAPTORS ALSO JUST STAND GUARD, SO PICK THEM OFF AS WELL.

You should already be hiding in the left room and picking off enemies with your Rail Rifle. Once they are dead, snag the Missile Launcher. Then go through to the right-hand room.



If you haven't yet approached it, a Chaos portal opens up and a Chaos Space Marine steps through. Wait in front of the portal with your Missile Launcher and fire as soon as he appears. One shot will do it. If you have already triggered the portal while fighting the other Chaos Space Marines, the Marine won't appear a second time.



Take the stairs down. On your left a ruined room contains a medikit and Rail Rifle ammo. Continue straight. A Chaos portal appears over a hole in the right wall. A Chaos Raptor is in the room. Kill him and remember the location of this hole.



ONCE THE PORTAL IS GONE, JUMP DOWN THIS HOLE.

You'll be coming back. For now, though, press on. The Chaos portal remains and you can't touch it without dying. Walk through four more rooms. In the second room, a Chaos Raptor attacks you, and once you enter the fourth room, a Chaos Space Marine ambushes you from room three. In both these cases, their approach won't be heralded by a Chaos portal.

TIP

WALK INTO ROOM FOUR BACKWARDS SO YOU CAN HIT THE CHAOS SPACE MARINE AS SOON AS HE APPEARS.



Once you've killed both Chaos creatures, return to the Chaos portal and the hole. The Chaos portal is gone. Descend to the next level.

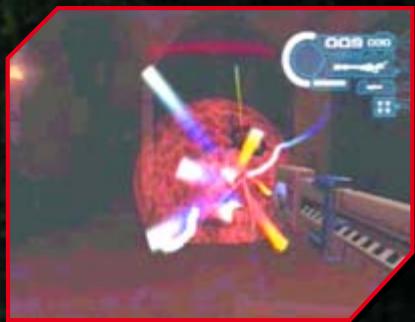
To your right a stairway leads farther down. That's where you want to go, but as soon as you approach it, a Chaos portal materializes in front of it and a Chaos Space Marine with a Missile Launcher steps out. You must take him down before he hits you, or you'll be killed outright by his Missile. Claim his Missile Launcher.

TIP

EVERY TIME YOU HEAR AND SEE A PORTAL APPEARING, CROUCH DOWN SOME DISTANCE IN FRONT OF YOU, AIM RIGHT AT THE MIDDLE OF IT, AND FIRE AS SOON AS YOU SEE THE SILHOUETTE OF A CREATURE COMING THROUGH.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Now head downstairs to a room at the bottom. A Chaos Sorcerer waits through a doorway to your right. As soon as it sees you, it teleports behind you and attacks with Chaos energy bolts. Listen for the auditory signal that tells you it has teleported, then wheel around. Two or three Rail Rifle shots will kill it.

Continue to the room the Sorcerer came from. Ardias tells you to hurry. As soon as he finishes his sentence, a Chaos Space Marine appears through the doorway leading to the next room.



Be aiming in that direction when Ardias speaks, and shoot as soon as the Marine appears. One or two rail shots will drop it.

This room contains a Rail Rifle and some health. Head for an opening on the right wall. You step out into a great cavernous shaft, with what looks like a Taint waterfall flowing down the center of the shaft. This is the Pit.



Run down the stone walkway to the door on the other side of the shaft. When you reach the midway point, a Chaos portal opens behind you. If you aren't ready, the Marine will shoot you in the back with his Chaos Bolter. Turn around and kill him, then continue down.

TIP

WHEN YOU HEAR THE PORTAL MATERIALIZING, TURN AROUND, CROUCH, AND SHOOT WITH YOUR RAIL RIFLE AS SOON AS THE MARINE STEPS INTO VIEW.

You touch down in a ruined room. Go through the opening on your right to the next room, but look out for the Chaos Minor Daemon. It hovers in place and shoots Pulse Blasts at you. It is weak but maneuverable.



Go through the room the Chaos Minor Daemon was in and down the stairs. You come to a large room adorned with Chaos symbols. As you step out of the room, a Chaos portal and a Chaos Raptor appear from the stairs behind you. That left room is a dead end, so head right through the hallway. But there is a Chaos Sorcerer that way, and as soon as you look in that direction, it teleports next to you and attacks. Another Raptor emerges from the portal that spawns past the Chaos Sorceror.



In the next room, Ardias says the convergence is almost upon you, so you must hurry. Speed down the spiral staircase. As you are descend, two Chaos Raptors show up, one after the other. Kill them one at a time.



At the base of the stairwell, you see that you are now farther down the Pit.



Run across the stone walkway to the other side. You walk through a tunnel that veers left. At the turn, switch to your Missile Launcher. You should have one Missile left.



CAUTION

THERE IS NO CHAOS PORTAL. THE CHAOS SPACE MARINE JUST APPEARS ONCE YOU'VE STEPPED ABOUT HALFWAY DOWN THE TUNNEL. SQUEEZE THAT TRIGGER AS SOON AS YOU CAN. THE TUNNEL IS CRAMPED, WITH NOT MUCH ROOM TO MANEUVER. WHOEVER SHOOTS FIRST SURVIVES. MAKE SURE IT IS YOU.



The tunnel ends in a great circular room with a spiral pathway leading up. Swirls of Chaos energy bathe the room, and a great pool of Taint sits at the bottom. It's like a giant well of evil. Make your way up the path, which starts on your right, and follow it out of this room.

SECRET OBJECTIVE!

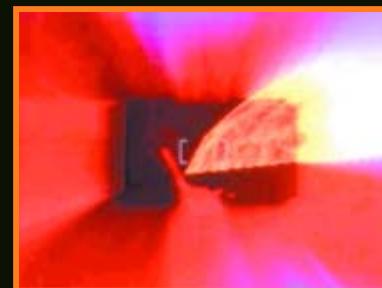
Before you head right up the path, go left along the edge of the pit. At the end of the ledge, you will see the Meltagun, on a lower ledge. Picking it up fulfills your secret objective.

TIP

PICKING UP THE MELTAGUN WILL MAKE THE LEVEL A LOT EASIER FOR YOU. CHAOS SORCERERS, MARINES, AND EVEN THE OBLITERATOR AT THE END OF THE LEVEL CAN BE EASILY KILLED WITH THIS WEAPON.



About halfway up the spiral, look up. Two demonic doorways mark the top of the room, and a Chaos Sorcerer stands guard on a pathway between them. Because of the angle, it can't see you. Keep inching up until you can barely see its head, then snipe it with your Rail Rifle.

TIP

WHEN SNIPING THE CHAOS SORCERER, YOU DON'T NEED TO SEE ITS WHOLE HEAD. JUST SHOOTING AT ITS HEADDRESS WORKS. YOU'VE SCORED A HIT IF HIS RED SHIELD FLARES UP AROUND HIM.

The first door is just an alcove with health. Go through the next door. It's a tunnel that leads into another room much like this one. Listen for a teleport; across the tunnel another Chaos Space Marine appears. Snipe him with the



Rail Rifle.

Follow the path before you, which now spirals down to the bottom of this room.



Halfway down, another Chaos Sorcerer appears in front of you. Shoot him immediately; he then teleports behind you. There isn't a lot of room to maneuver, but try to use the walls for cover.

Just before you reach the bottom, a Chaos portal appears in front of the door leading out. A Chaos Space Marine armed with a Bolter steps out. After killing it, go through the way it came. Stock up on the supplies on a ledge in front of the door: a red medikit, a Rail Rifle, and grenades.



You pass through a tunnel and find yourself at the Pit again, but this time even farther down. Walk across the stone path to the other side, then pass through the tunnel.

Next is a huge, two-story room with blasted walls and a ruined floor full of debris and dead bodies. At the far end of this massive room glows an enormous permanent Chaos portal.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Once you enter, a Chaos portal erupts behind you and two Chaos Raptors jump out. Because the room is dark, it is difficult to see them. Thankfully, there is a pause of several seconds between their appearances so you don't have to fight them at the same time if you can kill the first one swiftly.

TIP



IN THIS CORNER OF THE ROOM, IT IS ESPECIALLY DARK, AND THE CHAOS RAPTORS ARE HARD TO SEE. TURN ON YOUR NIGHT VISION SO YOU HAVE A BETTER VIEW OF THEM. BUT MANAGE YOUR BATTERY WISELY. ONLY TURN ON NIGHT VISION JUST BEFORE YOU ANTICIPATE ATTACKING.

Once they're taken care of, walk forward along the left wall. Another Chaos portal appears on the second level and at the far end of the room, but on your wall. A Chaos Raptor steps out, but it can't see you if you are close to the wall. Snipe it and move forward.



NOTE

SIX DOORWAYS BREAK UP THE LEFT AND RIGHT WALLS OF THE ROOM. INSIDE EACH IS A ROOM OR PASSAGES LEADING TO WEAPONS AND MEDIKITS. RUN IN HERE IF YOU NEED TO REFUEL AND RESTOCK. REFER TO THE MAP FOR THE PLACEMENT OF ALL ITEMS. ONLY A FEW CHAOS MINOR DAEMON GUARD THESE ROOMS; THEY ARE EASY ENOUGH TO DEAL WITH.

A third Chaos portal opens on the upper level, this time on the right wall and closer to where you came from. Two more Chaos Raptors drop out.



Obliterate these and approach the gate. Suddenly, lightning shoots out from it and a Chaos Daemon Prince steps through.

TIP



GET IN A FEW GOOD SHOTS WITH YOUR RAIL RIFLE AS THE DAEMON STEPS THROUGH. THE DAEMON TELEPORTS AROUND THE ROOM, SO YOU CAN'T COUNT ON HIM STAYING STILL FOR YOU AND YOUR RAIL RIFLE. MOVE AROUND AND AVOID HIS ENERGY BLASTS WHILE ALSO HITTING HIM WITH THE DOUBLE SHOT FROM YOUR CHAOS BOLTER OR RAIL RIFLE BLASTS AIMED AT HIS TORSO. HE SHOULD DROP AFTER FIVE OR SO DIRECT HITS WITH THE RAIL RIFLE, OR A DOZEN SHOTS OF THE CHAOS BOLTER. THE PLASMA GUN IS TOO SLOW TO USE EFFECTIVELY AGAINST HIM.

With the Chaos Daemon Prince dead, make sure you replenish your health and ammo, using the items in the various rooms. Then, jump through the portal the Chaos Daemon Prince came through.

NOTE

THIS IS THE FIRST PORTAL YOU CAN TOUCH WITHOUT GETTING FRIED BY CHAOS ENERGY. DON'T WORRY, YOU WON'T DIE.



On the other side of the portal a great circular room centers around a Taint whirlpool. A Chaos Obliterator and Chaos Sorcerer immediately attack.

TIP

AS SOON AS YOU APPEAR IN THIS ROOM, DROP FROM THE LEDGE, WHERE YOU ARE A SITTING DUCK. USE THE LARGE SLAB OF ROCK TO YOUR LEFT AS COVER AND THEN USE YOUR RAIL RIFLE, CHAOS BOLTER DOUBLE SHOT, OR POWERED-UP PLASMA GUN SHOT TO KILL THEM.



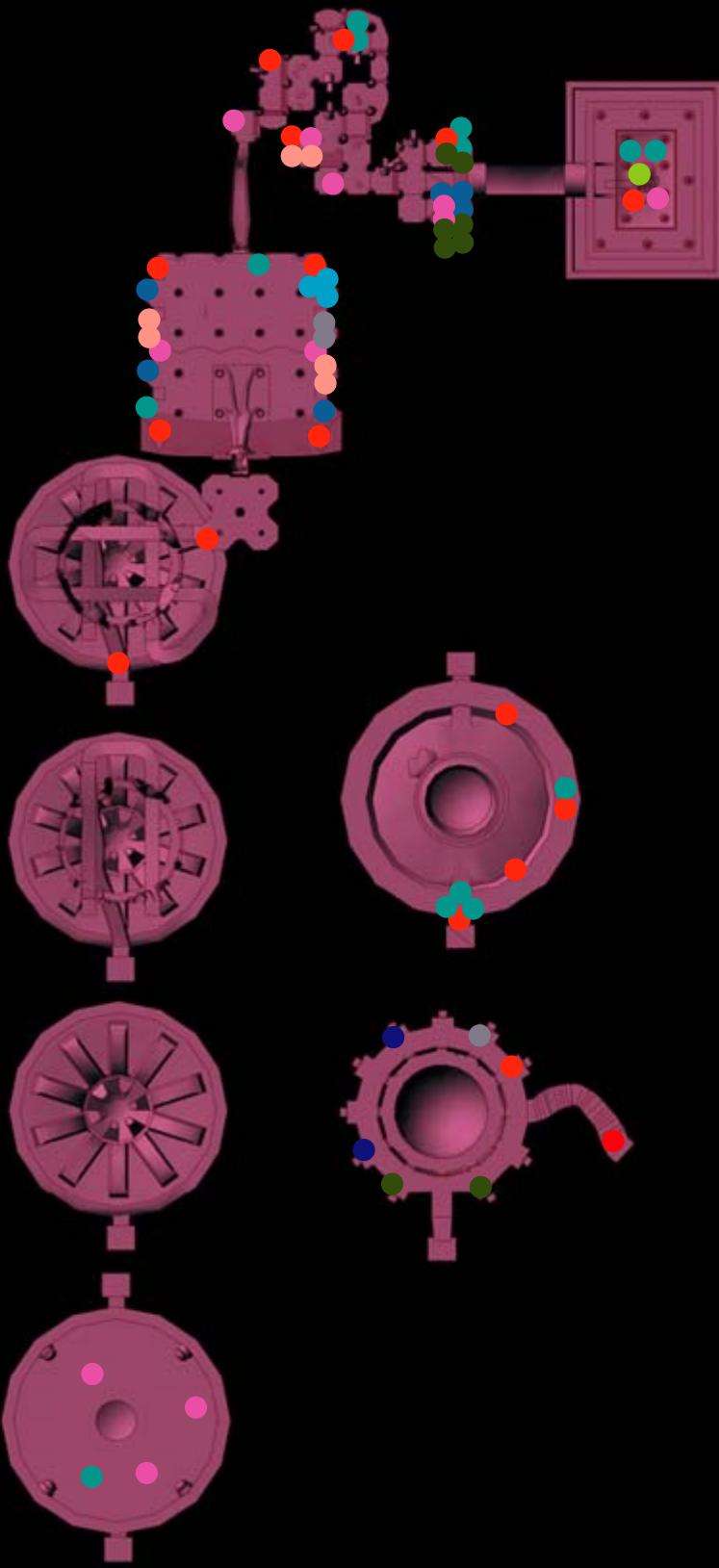
The Chaos Sorcerer is easier to kill, so do him first. Then take down the Obliterator. Once they are annihilated, you can breathe easier. Now, look at the whirlpool of the Taint. Bodies are falling into it from the ceiling. That's where you're going. Jump in to continue to the next level.

NOTE

YOU CAN ONLY JUMP THROUGH THE HOLE ONCE YOU HAVE KILLED THE SORCERER. YOU DON'T HAVE TO KILL THE OBLITERATOR.

CONVERGENCE

- = START Location
- = FINISH Location
- = GRENADE
- = MEDKIT
- = AUTO GUN
- = RED MEDKIT
- = MELTDOWN
- = CHAOS BOLTER
- = ROCKET LAUNCHER
- = RAIL RIFLE
- = PLASMA GUN



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

- Find the Admiral.
- Find Ko'vash.
- Get to the base of the Pit.
- Destroy the Chaos Spawn.

WEAPONS AVAILABLE

- Autogun
- Chaos Bolter
- MeltaGun
- Plasma Gun
- Plasma Pistol
- Missile launcher
- Tau Rail Rifle

ENEMIES ENCOUNTERED

- Chaos Dreadnoughts
- Chaos Space Marines
- Chaos Obliterators
- Chaos Raptors
- Chaos Spawn
- Chaos Sorcerers

SECRET OBJECTIVE

- Find the three dead Tau warriors.



After jumping through the Pit at the end of last level, you land on a pile of bodies. Find two medikits to your left and look for two Rail Rifles on your right. Begin walking; two Chaos Raptors appear behind you. Kill them and continue. Toward the end of the path, a Chaos portal opens, and a few seconds later, a third Chaos Raptor materializes.



TIP



LEAVE THIS ROOM OF BODIES WALKING BACKWARDS. THAT WAY YOU CAN SEE THE CHAOS RAPTORS AS THEY SPAWN IN AND SHOOT THEM BEFORE THEY GET TO YOU.



Destroy it, then peer over the ledge of the pathway and look left. Hop over to the ledge on your left and then look left. The stash includes three Missile Launchers, a medikit, and eight grenades. It will all come in very handy later.



After you hop off the ledge, you can turn left and continue going down the corridor or go straight into the other alcove. The alcove holds Rail Rifles and a medikit, but when you leave, a Chaos Space Marine with a Missile ambuses you, appearing instantly in front of you and shooting you head-on. Unless you need the Rail Rifle ammo, don't go in.

Continue down the corridor. A ledge is ahead of you, and the corridor turns right.



Once you approach the turn, a Chaos portal opens on the ledge and two Marines attack. One comes from behind, the other from the right. The one behind wields a Missile Launcher, while the other carries a Chaos Bolter. Finish off the Marine with the Missile Launcher first.



NOTE



CLIMB THE STAIRS TO YOUR LEFT TO GET TO THE LEDGE. AS YOU ASCEND, YOU SEE ANOTHER LEDGE TO YOUR RIGHT, WHERE A DEAD TAU AND SOME EQUIPMENT LIE. IT IS VERY DIFFICULT TO GET TO, BUT YOU CAN DO IT BY JUMPING ONTO THE BASE OF THE PILLAR AND HOPPING ONTO THE LEDGE.

A little later, you hear another Chaos portal materialize, and two Chaos Space Marines pop in behind your back. Turn around as soon as you hear the portal and be ready to fire.

CONVERGENCE



Farther down the corridor, a Chaos Sorcerer greets you. After you kill him, continue walking as the corridor turns left and then left again. On your left a raised platform contains more Rail Rifles, a medikits, and a third dead Tau. Like the previous ledge, it is hard to get to, but you can do it by making a quick double-jump off the pillar.

SECRET OBJECTIVE!

If you can get to all three dead Tau on the ledges, you complete the secret task for this level.



The Sorcerer teleports around you to attack. Use the medikit in the room if you need it.

After dealing with the Sorcerer, wait for the Chaos portal to dissipate and walk down the blue chute before you. It deposits you in a dark room bathed in eerie blue light. At the far end a doorway looks like a grotesque blue face with a rolled-out tongue.



TIP

THIS ROOM HAS LOTS OF WEAPONS AND MEDIKITS. THE BETTER WEAPONS INCLUDE A MELTAGUN AND CHAOS BOLTERS. THE MELTAGUN, IN PARTICULAR, IS GOOD FOR THE UPCOMING ENEMIES.



Approach the blue-faced doorway; a Chaos portal appears. Out walk two Chaos Sorcerers. Three Chaos Raptors also join the party, back at the room's entrance. Quickly kill the Sorcerers with your Meltagun or Rail Rifle and duck behind a pillar. You should be on the side of the room with the blue mouth, opposite the three Raptors. Crouch and snipe them with your Rail Rifle.

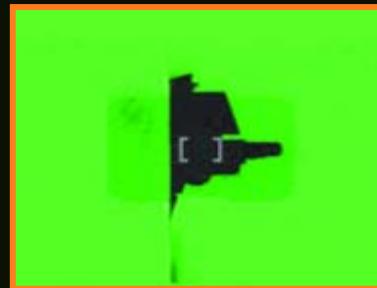
TIP

THIS ROOM IS DARK, SO USE YOUR NIGHT VISION TO SEE THE RAPTORS AT THE OTHER END OF THE ROOM.



After you blast the last Raptor, a red mist forms in the room's center. Quickly find a pillar to hide behind that is as far away from the center as possible. Then equip your Rail Rifle. The mist evaporates and a Chaos Dreadnought appears in its place.

TIP



THE CORNERS ARE THE BEST PLACES TO HIDE, BEHIND A LARGE PILLAR. ONCE YOU ARE HIDDEN, PEEK OUT SO THAT ALL YOU CAN SEE IS THE DREADNOUGHT'S ARM. IF THE DREADNOUGHT CAN'T SEE YOU, IT STAYS IN PLACE. SHOOT THE ARMS WITH YOUR RAIL RIFLE. SEVERAL PRECISE SHOTS WILL KILL IT.

Once you annihilate the Dreadnought, a Chaos Obliterator suddenly appears and takes its place. Use your Meltagun or Rail Rifle to finish it off.

Now you can safely go through the blue mouth. Stock up on ammo and health before you leave.



The next room appears to be a dead end. But go to the medikit in the right corner and turn around to face the blue mouth. A Chaos portal erupts there, and after a long wait, two Chaos Raptors show up. Flame them with your Meltagun.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



The wall behind the medikit has been engulfed in a Chaos portal. Nothing comes out, but the wall disappears, revealing a way out. As you exit, you see the Pit once again, with its criss-crossing stone pathways. You are almost near its bottom.

**NOTE**

THE NEXT FOUR MARINES USE MISSILE LAUNCHERS, SO DON'T GET IN A GUNFIGHT WITH THEM. KILL THEM FIRST.

Peer over the left edge and watch a Chaos Space Marine run up the stone pathway. Crouch, enter sniper mode with your Rail Rifle, and shoot as soon as you see his head.



Cross the path to the other side of the Pit. When you come out on the other side, look left again. Directly below you a Chaos Space Marine stands guard. Look up a little ways from him and spot another Chaos Space Marine running up to confront you. It will take him a while to get to you, so snipe the closest Chaos Space Marine from above with your Rail Rifle.



The third Marine coming to greet you carries a Missile Launcher; you cannot afford to get hit. Be ready to snipe him.

TIP

BACK UP INTO THE CAVERN A LITTLE AND CROUCH DOWN, USING THE FLOOR AND THE SIDE OF THE WALL AS PARTIAL COVER. THIS GIVES YOU AN AMPLE VIEW OF THE INCOMING MARINE AND ALSO PROVIDES PROTECTION FROM HIS MISSILE IF HE MANAGES TO FIRE IT. ZOOM IN ON THE OPPOSITE WALL WHERE THE CHAOS SPACE MARINE COMES FROM. AS SOON AS YOU SEE HIM, SHOOT.

Keep walking across the stone pathways. When you get to the final path, pause and look down. At the bottom is a great, wide door.



A medikit sits there, along with a Chaos Space Marine, although he is hard to make out. Enter sniper mode with the Rail Rifle and kill him. Then proceed to the door. It's an elevator. Take it down and equip your Meltagun.



When the elevator arrives at the bottom, two Raptors drop down from the doorway in front of you. Kill them quickly—the confines of the elevator do not afford much room to maneuver. Once you cross the threshold of the elevator doorway, two more Raptors drop from the elevator shaft and assault you.

TIP

YOUR RAIL RIFLE IS REALLY TOO SLOW FOR FIGHTING THESE FOUR RAPTORS EFFECTIVELY. SWITCH TO YOUR MELTAGUN, WHICH WORKS PERFECTLY IN CLOSE QUARTERS. KEEP MOVING TO AVOID THE RAPTORS' CLAWS.



When the Raptors are toast, look around. It appears you are nearly at the bottom of the Pit. This great dome-like room centers around the column of Chaos energy. The one door out of this room is on the other side. Run along the walls to it. As you get close, it gives way to a Chaos portal. Several seconds later, two Chaos Space Marines hop through.

CONVERGENCE

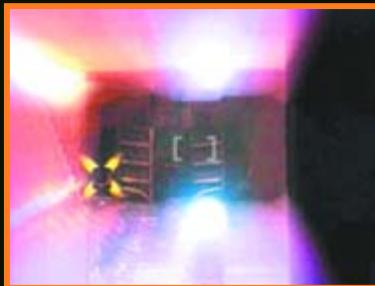


Hug the wall; the Marines are looking straight ahead and won't look to the side where you are hiding. Snipe one with your Rail Rifle. The other turns and starts shooting, but you can kill him with one head shot.



At this point, a Chaos Dreadnought appears on the far side of the room, near the door where you entered. His Missiles, grenades, and gun can make short work of you. If you aren't hiding behind a pillar, get there fast.

TIP



YOU CAN POSITION YOURSELF SO THAT TWO PILLARS INTERVENE BETWEEN YOU AND THE DREADNOUGHT, GIVING YOU COVER FROM BOTH OF ITS ARMS WHILE ALLOWING YOU A SMALL WINDOW THROUGH WHICH TO SEE AND SHOOT IT. ONCE YOU'VE FOUND THIS SWEET SPOT, HIT THE DREADNOUGHT'S ARMS WITH YOUR RAIL RIFLE A FEW TIMES UNTIL IT EXPIRES.

Now go through the doorway and down the elevator. It drops you off farther down the Pit. As you exit, walk right. Admiral Constantine stumbles out from a hallway.



He seems relieved to see you, but he clutches his side in pain. He reveals Severus's terrible plan.



Severus is trying to bind himself to a demon to gain power and immortality. While Constantine speaks, he begins convulsing. Severus has planted a Chaos seed inside him, and it is transforming him into something terrible. He begs you to kill him before he turns into a monster, but it is too late. In seconds, Constantine is gone, warped into a massive Chaos Spawn.

CAUTION



DO NOT APPROACH CONSTANTINE DURING THE TRANSFORMATION. THE CHAOS MIST AROUND HIS BODY IS DEADLY.



Back away from the Admiral while he is changing. When he becomes a Chaos Spawn, hurl grenades at him. The Chaos Spawn can absorb a lot of damage, so after the grenades, switch to a high-damage weapon like the Rail Rifle. The Chaos Spawn is huge, so it is easy to hit. Run back to the elevator shaft and start firing the Rail Rifle.

BOSS WATCH!



Name: Chaos Spawn

Unit Type: Chaos creature

Armament: Energy blasts, claws

Weak Spots: None

The end boss for this level is the Chaos Spawn. Nothing of Admiral Constantine remains in this creature. It is a mindless engine of destruction, the embodiment of destructive Chaos.

The Chaos Spawn fires tendrils of red Chaos energy, just like the Chaos Sorcerer. One shot from this barrage of energy erases all your shields. If you are at close range, the Spawn can swipe at you with its massive claws. One slash can take off a third of your health, and it ignores shields. Attack from range and take cover. Time your attacks so you are behind cover when it hurls Chaos energy, and attack only during the lull.

The Chaos Spawn is huge and slow, making it vulnerable to high-damage, slow-reloading weapons, such as the Missile Launcher, Plasma Gun, and Rail Rifle. The Chaos Spawn has enough health to weather eight grenade blasts, so don't rely on them exclusively.

There aren't any tricks to defeating the Chaos Spawn. It has no real weak spots and is just very tough. The best weapon against it is the Rail Rifle, because it inflicts very high damage and this level contains enough ammo to max out your clips. It takes 15–20 rail shots to kill it, versus 60–70 Chaos Bolter shots.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



The problem, though, is that it also summons Chaos Raptors and Sorcerers to attack you. Three Chaos Raptors and two Sorcerers appear soon after. The Chaos Sorcerers are especially troublesome, because they can teleport into the elevator shaft where you are hiding.

TIP

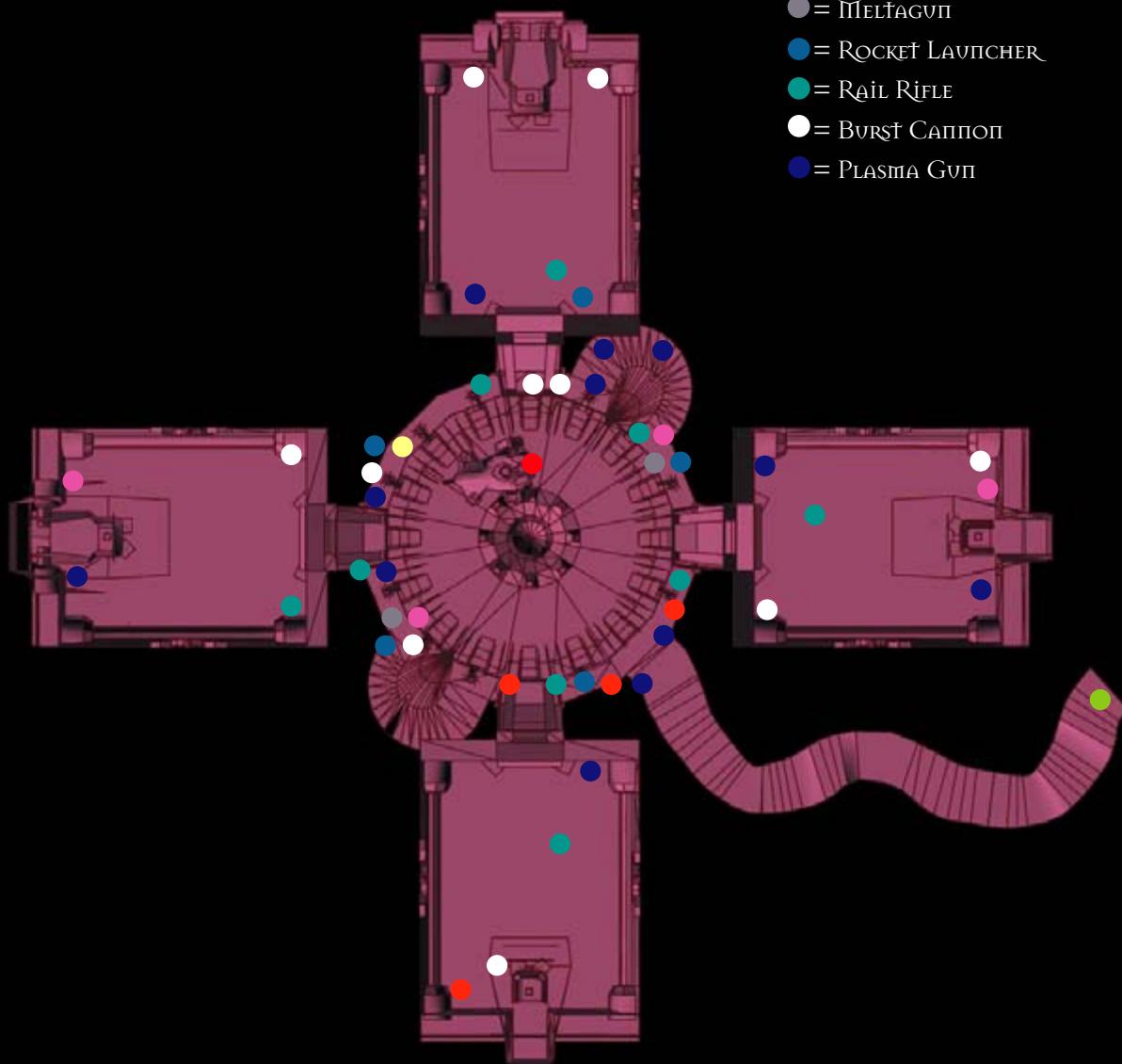
BECAUSE OF THE CHAOS SPAWN'S PONDEROUS NATURE AND ITS HIGH HIT POINTS, SWITCH ATTENTION TO THE OTHER CHAOS CREATURES AND ELIMINATE THEM FIRST.

After you've killed the Chaos Spawn, go to the hallway the Admiral was in. Kill the final Raptor lurking there and descend the elevator to the final level.



THE FACE OF CHAOS

- = Start Location
- = Finish Location
- = Medikit
- = Pulse Carbine
- = Red Medikit
- = Meltagun
- = Rocket Launcher
- = Rail Rifle
- = Burst Cannon
- = Plasma Gun



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSION OBJECTIVES

Plant the charges.
Survive.

WEAPONS AVAILABLE

- Imperial Bolter
- Meltagun
- Missile launcher
- Tau Burst Cannon
- Tau Pulse Carbine
- Tau Rail Rifle

ENEMIES ENCOUNTERED

- Chaos Raptors
- Chaos Sorcerer
- Chaos Obliterator
- Severus
- Greater Daemon of Tzeentch

SECRET OBJECTIVE

Destory the four candles in each room.

The end is almost here, Fire Warrior. The Ethereal Ko'vash is waiting to be rescued. The pit of Chaos yawns before you. And Governor Severus's treachery is about to be defeated.



The level begins as you descend the steps into the final layer of the pit. When you get to the bottom of the stairs, you find yourself confronting a huge circular room with two raised ledges along the walls. You are on one ledge, and the other is opposite you. Each ledge holds two circular doors. In the very center of the room is a great, coursing column of Chaos fire. Lightning flashes all around it, and howls of evil emanate from it like the moaning of the wind.

As soon as you survey the scene, Captain Ardiás contacts you. He tells you that you are almost at the end of your mission. He instructs you to plant a charge in each of the four rooms. Immediately, an arrow with a distance meter to your first room is displayed on your screen. The first room you need to get to is on the other ledge. Walk toward it.

NOTE



ALONG THE WAY TO THE FIRST ROOM, YOU'LL SEE MEDIKITS AND GUNS LYING ON THE LEDGES. BOTH LEDGES ARE LITTERED WITH WEAPONS. THERE ARE TAU BURST CANNONS AND RAIL RIFLES, BUT ALSO A FEW MISSILE LAUNCHERS, PLASMA RIFLES, AND A MELTAGUN ON EACH LEDGE. THERE IS ALSO A TAU PULSE CARBINE ON THE ORIGINAL LEDGE. THERE ARE NO GRENADES.

Once you enter through the first circular doorway, you'll see a large pillar in the middle of the room. Move toward it and then turn around to face the door. As soon as it shuts, a Chaos Raptor appears and runs toward you.



Use a Burst Cannon or Meltagun to kill it swiftly. This room contains a Burst Cannon, two Rail Rifles, and a Missile Launcher. Plant the charge and leave the room.

TIP

IN ALL THE ROOMS, ENEMIES TELEPORT IN TO AMBUSH YOU BEFORE YOU REACH THE SPOT TO PLANT THE EXPLOSIVES. BEFORE ENTERING EACH ROOM, MAKE SURE YOU HAVE THE RIGHT WEAPONS FOR THE JOB (A MELTAGUN FOR THE RAPTORS AND A RAIL RIFLE FOR THE OBLITERATOR AND SORCERER). THEN GO IN. WHILE YOU'RE FIGHTING, THE DOOR IS LOCKED BEHIND YOU, SO YOU CAN'T RUN OUT TO GET A DIFFERENT WEAPON. MAKE SURE YOU HAVE WHAT YOU NEED BEFORE YOU ENTER.

The next objective takes you back to the original ledge and the second room. This time when you enter—before you can reach the pillar—a Chaos Raptor and a Chaos Sorcerer teleport into the room. The Raptor deals minimal damage to you and has to claw through your shields to really injure you, but the Sorcerer is much deadlier.



Kill the Sorcerer quickly with a Rail Rifle or Burst Cannon. Then turn around to kill the Raptor. In this room you will find Rail Rifle ammo but little else.

TIP



WHEN FIGHTING THE CHAOS SORCERER, KEEP MOVING AROUND. THAT'S NOT ONLY TO MAKE YOURSELF A HARDER TARGET FOR THE SORCERER TO HIT, BUT ALSO TO KEEP YOU AWAY FROM THE FAST RAPTOR. IF YOU STAY STILL, THE RAPTOR WILL CARVE YOU UP.

THE FACE OF CHAOS

Now it's time to plant the third charge. Again, as in the second room, enemies teleport in to ambush you before you can reach the turbine. This time, two Chaos Raptors appear and rush you. Use a rapid-fire weapon such as the Burst Cannon or the Meltagun to kill them. Then plant the charge. But only do so once your shields are charged to full.



As soon as you finish planting the charge, a third Raptor appears. After you kill him, move on to the final charge. Incidentally, this room holds three Burst Cannons and a Rail Rifle.

The fourth and final room is your toughest challenge thus far. The ambushers that teleport in this time are one Chaos Raptor and a Chaos Obliterator.



Although the Obliterator is very powerful, kill the Chaos Raptor first. After you've dealt with it, turn your attention on the Obliterator. Concentrate on the arms and fire your Meltagun or Burst Cannon. The constant barrage of fire will slow it down and cause it to stutter, interrupting its attacks. Keep the pressure on until the Obliterator falls over.

SECRET OBJECTIVE!

In order to achieve the secret objective, you need to shoot and destroy the four candles in each room on this level. The candles are above the doorway, just as you walk in. When walking into a room, turn around and look up over the entrance. You'll see the candle with your Rail Rifle.



Unlike in the second room against the Chaos Sorcerer, here you don't want to concentrate on the big guy first. The Obliterator is extremely difficult to kill; you'll spend so much time shooting at it that the Raptor will practically have all day to slice you up. And it will. It is far safer to kill the Raptor first, while also moving to make it harder for the Obliterator to target you.

TIP

CAPTAIN ARDIAS TELLS YOU THAT YOU'VE DONE ENOUGH. THE CHARGES WILL DESTROY THE PIT. NOW IT IS TIME TO EXIT, BUT ALL IS NOT WELL. YOU STILL HAVE TO FIND THE ETHEREAL KO'VASH AND DEAL WITH SEVERUS.



As you leave the final room, you see that both have revealed themselves to you. Severus is standing in front of the red Chaos pillar, and he is holding Ko'vash still with some sort of Chaos magic. Severus, vile and full of hate, tells you that he wants to infect all of the universe with Chaos. Unfortunately, the Tau cannot be corrupted by Chaos, so they must be destroyed. Severus annihilates the helpless Ko'vash with one burst of Chaos energy, and then begins to attack you.

TIP

WHILE SEVERUS IS BUSY MAKING HIS SPEECH, USE THAT TIME WISELY. RUN AROUND AND REPLENISH YOUR HEALTH TO THE MAX AND PICK UP A MELTAGUN OR MISSILE LAUNCHER. THEN STOCK UP ON AMMO. YOU'LL NEED IT FOR THE FINAL BATTLE.



Use your Rail Rifle and hit Severus, dodging his Plasma Gun attack. The plasma attack is slow, so you have ample time to step out of the way, while your Rail Rifle attack is quick, so you just have to pull the trigger as soon as Severus steps into your sights.

TIP

WHILE LOADING BETWEEN RAIL RIFLE SHOTS, MOVE SIDE TO SIDE. THAT WAY, YOU WILL BE MUCH HARDER TO HIT DURING YOUR COOL-DOWN BETWEEN SHOTS. STAY ON THE LEDGE TO SHOOT AT SEVERUS, SINCE YOU GET A BETTER VIEW OF HIM (AND A BETTER SHOT) WHILE YOU ARE ON HIGHER GROUND.



Shoot Severus five or six times and he suddenly bursts into flames. But far from killing him, this makes Severus stronger. In fact, he wanted you to attack him all along so that you could catalyze his transformation into a demonic embodiment of Chaos itself!

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE



Laughing maniacally, Severus leaves his burning body behind. A few pulse-pounding seconds later, the Severus you knew is no more. Thanks to your weapon, Severus has shorn his flesh and become the Greater Daemon of Tzeentch, a gargantuan avian demon. He is far beyond his human form in terms of power and evil. There's no where to hide. The way you came is barred by a gate, so you'll need to fight from the ledges.

TIP

DURING SERVERUS' TRANSFORMATION, MOVE AROUND AND GATHER WHAT WEAPONS YOU WANT. SAVE THE RED MEDIKITS FOR WHEN YOU NEED THEM AND NOTE WHERE THEY ARE. HOPEFULLY, PRIOR TO THIS, YOU WERE USING THE MEDIKITS INSIDE THE FOUR ROOMS INSTEAD OF THE ONES OUT HERE.

**BOSS WATCH!**

Name: Severus
Unit Type: Greater Daemon of Tzeentch
Armament: Chaos Lightning Staff, Chaos Plasma

Weak Spots: None

Severus, now a Greater Daemon of Tzeentch, is a vulture-like demon with fantastic Chaos powers. He hovers in the convergence, so don't go to touch him. The touch of the convergence is deadly to you. You'll have to fight him from a distance.

The Greater Daemon has two forms of attack. He hurls Chaos plasma from his right hand, and wields a Chaos lightning staff in his left. He alternates attacks, but can sometimes repeat an attack twice in a row.



The Greater Daemon's Chaos plasma is like a regular plasma attack: it sucks away all your shields. And it does some damage to your health as well. If you are without shields and get hit, be prepared to lose a huge chunk of your life. You will have fair warning that Severus is throwing plasma because he stretches out his palm at you. Take that as a cue to start side-stepping away. Severus doesn't know how to lead a target, so as long as you are one step ahead of him, you should only suffer splash damage. Severus usually shoots two Chaos plasma bursts in quick succession.



The Greater Daemon's lightning staff throws bolts of lightning, and it has a much greater range than the Chaos plasma. The windup for this attack is even longer than the plasma, as Severus will lift up his staff before swinging it down and throwing lightning. Start side-stepping away as soon as you see this. The Chaos lightning will injure your health regardless of shields.

In order to defeat the Greater Daemon of Tzeentch, you must be constantly moving. If you stay in place for too long, you'll catch two full plasma blasts and a staff full of lightning.

Keep moving side to side when firing. You don't need to circle strafe, and it is hard to do considering the room's cramped quarters. Try not to fall down because when you are climbing the stairs, you are in a small space for a short while so Severus can hit you with lots of lightning when you are in the stairwell.



When side strafing, consider using the Missile Launcher for your first few hits and then transfer to a plasma gun or Rail Rifle. Rail Rifles have a small target area but do more damage, while Plasma Guns do less damage (although still good) but have a much wider margin for error when shooting the daemon. In either case, keep looking at Severus and continue walking side to side, firing when you have an opening.



THE FACE OF CHAOS

Once you've defeated Severus, Captain Ardias appears, along with Lusha and a rescue squad of Tau. Ardias signals an Imperial ship to bombard the planet with atomic fire and obliterate this den of Chaos. Captain Ardias bids you farewell, and you speed off in the Tau dropship as fire rains down on the planet. At long last, your day has ended. You can finally relax, knowing that the threat to the Tau people is gone. Thanks to your skills and quick wit, Severus has been destroyed, putting an end to his plans for universal domination. You should be proud of yourself. Although Ko'vash is dead, a far greater threat to the universe has been expunged. You will be remembered by the Imperium and Tau alike as the warrior who defeated Chaos! You are truly the greatest of Fire Warriors.



WEAPONS AND ITEMS

The weapons you'll defend Tau society with are many and powerful. But although more than 15 weapons are at your disposal, you can only carry two at a time—and one must be a Tau firearm.

TAU WEAPONS

TAU BURST CANNON



Primary Mode: Rapid fire

Secondary Mode: Spins barrel

Range: Close to medium

Damage: Medium

Maximum Ammo: 250

Clip Size: 128 rounds

First Availability: Level 13: No Rest for the Wicked

This is the third Tau weapon, by far the best up to that point. It has the fastest rate of fire, and each blast it spits out does a significant amount of damage. Although weapon damage is only medium, the Tau Burst Cannon is more powerful because of its rate of fire. It is essentially a laser chain gun, and it's the best gun in the game for circle-strafing. You can keep running in circles around your opponent, raining fire, while avoiding attacks. The Burst Cannon is especially ideal because there is no time during the circle that you aren't attacking.



Even if you aren't skilled enough to circle-strafe, the Burst Cannon's rate of fire is so fast that it can compensate somewhat for poor aim, much like the Pulse Rifle, Lasgun, and Autogun can do, only better.

NOTE



THE BURST CANNON IS ALSO GOOD AT IMMOBILIZING ENEMIES. WHEN SOME ENEMIES ARE WOUNDED, THEY ARE MOMENTARILY UNABLE TO ACT. BUT THE PAUSE IS FLEETING AND THEY QUICKLY RESUME THEIR ATTACK. WITH THE BURST CANNON, THOUGH, BECAUSE OF ITS INCREDIBLE FIRING RATE AND NONEXISTENT COOLDOWN, YOU ARE HITTING YOUR ENEMIES SO OFTEN THAT THEY REALLY CAN'T RESPOND. KEEP FIRING AT AN OBLITERATOR, FOR EXAMPLE, AND IT WILL CONTINUE CONVULSING UNTIL IT KEELS OVER.

BUT THIS TACTIC IS ONLY EFFECTIVE AT VERY CLOSE RANGE. AT LONGER RANGE, THE PAUSE BETWEEN HITS IS LONG ENOUGH THAT ENEMIES CAN STILL ACT NORMALLY. EVEN AT SHORT RANGE, IF YOU HAVE TO RELOAD OR HAVE AN ACCIDENTAL PAUSE, YOU COULD BE DEAD, AS YOU ARE NOW AT POINT-BLANK RANGE FROM THE ENEMY. THE BURST CANNON AND THE MELTAGUN ARE THE BEST WEAPONS FOR KEEPING THE ENEMY DOWN IN THIS WAY.

The Burst Cannon is ideal at short and medium range. At long range, because the weapon is a projectile firer and the blast isn't instantaneous, it fails to work as well.

The primary fire mode takes some time to get up to speed, as the barrel has to spin for a brief while before it can shoot. After that, the stream of pulse blasts is constant. But you still have to wait a few precious seconds for the barrel to warm up, which can mean death if you get ambushed suddenly.

CAUTION



THE SECONDARY FIRE MODE OF THE BURST CANNON SPINS THE GUN BUT DOESN'T FIRE ANY PULSE BLASTS. THIS IS A GREAT WAY TO KEEP THE WEAPON HOT AND READY FOR INSTANTANEOUS FIRING WITHOUT WASTING AMMO. JUST HOLD THE TRIGGER DOWN FOR THE SECONDARY FIRE MODE SO YOU NEVER HAVE TO WAIT BEFORE SHOOTING. THEN SQUEEZE THE PRIMARY TRIGGER WHEN IT IS TIME TO FIRE. IF YOUR FINGER GETS TIRED, WARM UP THE BARREL A SPLIT SECOND BEFORE YOU ANTICIPATE ACTION.

WEAPONS AND ITEMS

TAU PULSE CARBINE



Primary Mode: Rapid fire

Secondary Mode: Accurate single shot

Range: Medium to long

Damage: Medium

Maximum Ammo: 320

Clip Size: 32 rounds

First Availability: Level 6: Unwelcome Guests



This is a good weapon. Like the Tau Pulse Rifle, the Carbine has a rapid-fire primary mode and a more accurate, single-shot secondary mode. It also has a 32-round clip and holds 320 rounds of ammunition. But unlike the Pulse Rifle's shot, each Carbine shot fires two laser pulses, so it does more damage. It is in every way a superior weapon to the weaker Pulse Rifle. You find it first on Level 6: Unwelcome Guests, at which point it should become your default Tau weapon for the next six or so levels.

The Carbine's secondary fire mode is a more accurate single shot, just like the Tau Pulse Rifle's secondary mode. Of course, because the Carbine has a dual barrel, the shot is automatically more powerful.

TIP



ONCE YOU ACQUIRE THE PULSE CARBINE, IT ALSO LAUNCHES ALL YOUR PREVIOUSLY HANDHELD GRENADES. IF YOU HAVE THE PULSE CARBINE AS YOUR CURRENT WEAPON, WHENEVER YOU PRESS ▲ TO THROW A GRENADE, YOU LAUNCH IT FROM YOUR CARBINE INSTEAD. GRENADES LAUNCHED THIS WAY HAVE MUCH GREATER ACCURACY AND RANGE.

In effect, the Tau Pulse Carbine is a dual-shot Pulse Rifle and a grenade launcher in one. With its very fast rate of fire and greater damage, it is one of the best weapons in the game. It is excellent against all enemies.

TAU PULSE RIFLE



Primary Mode: Rapid fire

Secondary Mode: Accurate single shot

Range: Medium to long

Damage: Low

Maximum Ammo: 320

Clip Size: 32 rounds

First Availability: Level 1: The Drop



This is your standard-issue Tau weapon. It has a primary rapid-fire mode and a single-shot secondary mode. Holding the primary trigger lets you fire an automatic stream of ammo. Holding down the secondary trigger fires only one shot, so you have to keep pressing the secondary trigger if you want to fire multiple times. The Pulse Rifle does very little damage, requiring three or four shots to take down a simple Imperial Guard.



This weapon isn't very accurate at long range, but because it's an automatic weapon, the flurry of shots can compensate for poor aim. However, the secondary fire mode is much more accurate and does more damage, so use it to take out enemies at a distance. This weapon is similar to the Imperial Lasgun because of its rate of fire and smaller clip size. But at long range, it is better than its Imperial counterpart.

TAU RAIL RIFLE



Primary Mode: Single shot

Secondary Mode: Zoom

Range: Medium to long

Damage: Very high

Maximum Ammo: 40

Clip Size: 10 rounds

First Availability: Level 16: City in Tatters

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

This is an absolutely wonderful weapon. It has awesome power and a sniper mode. One head shot from the Rail Rifle will kill a Chaos Space Marine instantly. One or two shots will destroy a Dreadnought's arm, and three shots or fewer will kill a Chaos Sorcerer. It is among the most powerful weapons in the game, second only to the Missile Launcher. The Rail Rifle is immensely accurate, especially when you zoom into sniper mode.

**TIP**

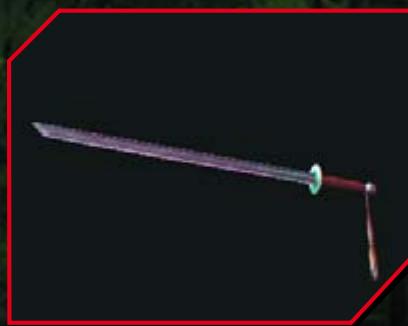
THE DEFAULT SNIPER MODE HAS A WIDE SHOT AND ISN'T VERY GOOD, BUT IF YOU ZOOM IN FARTHER BY PRESSING ▲, YOU GET A PERFECTLY ACCURATE SHOT. THE TARGETING BOX BECOMES MUCH TIGHTER TO DESIGNATE SPECIFICALLY WHERE YOUR RAIL SHOT WILL HIT. IT'S PRACTICALLY AN AUTOMATIC KILL IF YOU CAN SCORE A HIT.

NOTE

THE ONLY REAL DRAWBACK TO THIS WEAPON IS ITS SLOW RATE OF FIRE. THAT MEANS YOU CAN'T CIRCLE-STRAFE EFFECTIVELY WITH IT, AT LEAST NOT AS WELL AS YOU CAN WITH THE BURST CANNON. BUT IT CAN BE USED QUITE WELL WITH SIDESTEPPING AGAINST ENEMIES AT MEDIUM RANGE. JUST MAKE SURE YOU LINE UP HEAD SHOTS WITH THE RAIL RIFLE FOR MAXIMUM EFFICIENCY.

One slight problem with the weapon is its low clip size and ammo count. On some levels, it is hard to come by ammo. In a heated firefight, you'll have to reload often. And against really quick monsters, like the Chaos Raptor, the Rail Rifle is a liability because of its slow rate of fire. You'll miss often unless you line up a shot, and, consequently, you'll blow lots of precious ammo. But against ponderous, slower enemies, and especially stationary ones, this weapon is perfect.

The Rail Rifle, unlike the Sniper Rifle, can be very good in regular firefights without the sniper mode. But this is the case only if you have good aim. Sidestep or circle around to avoid damage while waiting for the cooldown, and make sure you line up accurate shots before firing. One shot will instantly kill a Storm Trooper, two torso shots will down a Chaos Space Marine, and five or so shots can kill an Obliterator. A single head shot, if you can manage it, will also kill a Chaos Space Marine. This is perfect as a one-shot killing Sniper Rifle and also very good as a medium-range every-use weapon.

TAU SWORD

Primary Mode: Slash

Secondary Mode: Block

Range: Close

Damage: Low

First Availability: Level 1: The Drop

You have a Sword available for use any time you run out of ammo for your weapons. Press left on the D-Pad to draw your Sword. It does low damage though, so it's really only a last resort. Its secondary fire mode is a block, which can parry the melee attacks of units like the Chaos Raptor or the Marine's rifle butt. To switch back to your firearm, press ■.

IMPERIAL WEAPONS

IMPERIAL AUTOGUN



Primary Mode: Rapid fire

Secondary Mode: Accurate single shot

Range: Medium

Damage: Medium

Maximum Ammo: 360

Clip Size: 60 rounds

First Availability: Level 2: The Push



This weapon is a significant upgrade as soon as you find it on Level 2: The Push. It has a larger clip than even the Lasgun, does more damage than the Pulse Rifle or Lasgun, and has a secondary shot for more accurate firing. So it basically combines the speed of the Lasgun with the power of the Laspistol and the accuracy of the Pulse Rifle. It is very similar to the Tau Pulse Carbine. Ditch your other two Imperial guns as soon as this becomes available.

WEAPONS AND ITEMS



The secondary mode is a single shot, but more accurate. Just two shots can down an Imperial Guard, and you'll kill an Imperial Guard Sergeant much faster with this weapon. Whether fighting up close or far away, this gun is a good weapon.

IMPERIAL BOLTER



Primary Mode: Single shot

Secondary Mode: Double shot

Range: Medium to long

Damage: High

Maximum Ammo: 120

Clip Size: 16 rounds

First Availability: Level 5: Deep Level



This is a fantastic weapon. The Imperial Bolter is like a mini Missile Launcher. It packs a powerful punch and has long range. One hit from this weapon can kill lesser enemies like Troopers, and it only takes a few hits to kill a Storm Trooper or even a Space Marine.

NOTE

THIS WEAPON DOESN'T HAVE A VERY LARGE CLIP SIZE, SO YOU'LL HAVE TO RELOAD OFTEN, BUT WHEN YOU CONSIDER HOW MANY ENEMIES YOU CAN KILL PER CLIP, IT ISN'T THAT BAD. YOU CAN DOWN FOUR SPACE MARINES WITH ONE BOLTER CLIP, BUT IT WILL TAKE MORE THAN A FULL CLIP FROM AN AUTOGUN BEFORE YOU CAN KILL EVEN ONE MARINE. KEEP THAT IN MIND WHEN JUDGING WEAPONS: IT'S NOT HOW MANY BULLETS YOU CAN FIRE BETWEEN RELOADS, BUT HOW MANY ENEMIES YOU CAN KILL. IN THAT REGARD, THE BOLTER IS AT THE TOP OF THE LIST, ALONG WITH THE CHAOS BOLTER, RAIL RIFLE, MELTAGUN, AND BURST CANNON.

For the amount of damage it does, this weapon has a good clip size and can carry lots of ammo. Also consider that this weapon does splash damage, injuring those next to the primary target. You can thus fire it into a cluster of enemies and damage all of them. Or, if an enemy is hiding around a corner, you could shoot the wall behind the enemy so that the resulting explosion catches the hiding enemy and causes injury. This weapon is thus quite versatile and very deadly. At all ranges from medium to long, the Bolter is an excellent weapon.

TIP

DO NOT SHOOT INDISCRIMINATELY WHEN FIGHTING AT VERY CLOSE RANGE. THE SPLASH DAMAGE COULD ALSO INJURE YOU. SWITCH OUT TO A BURST CANNON OR MELTAGUN AT EXTREMELY CLOSE RANGE.

The secondary fire mode of the Bolter is awesome. It is a rapid, double shot of two bolts. The drawback with the secondary fire mode is that it is inaccurate, especially at long range. But at close-to-medium range, you're getting two full Bolter blasts for the price of one. You do use more ammo this way, but the rewards are worth it, especially when you consider the rate of fire. The secondary shot can be used almost rapid-fire style. Just keep your finger on the trigger and watch a blanket of fire erupt around the target area. With the splash damage and rapid fire, you can afford to be a little less than precise with your aim.

Until the Chaos Bolter becomes available, the Imperial Bolter is an excellent choice of weapon and should be a mainstay in your arsenal. When the Chaos Bolter becomes available, though, you can safely discard this weapon in favor of that one. It is basically the same, except for a more generous clip size.

IMPERIAL CHAINSWORD



Primary Mode: Slash

Range: Close

Damage: Medium

First Availability: N/A

This isn't a weapon you can ever pick up and use, but some Imperial enemies wield it. It's more powerful than your own sword, and can cut into your health. Imperial Guard Sergeants, Storm Trooper Sergeants, and Space Marine Sergeants wield it at close range.

IMPERIAL LASGUN



Primary Mode: Rapid fire

Secondary Mode: None

Range: Medium to long

Damage: Low

Maximum Ammo: 400

Clip Size: 40 rounds

First Availability: Level 1: The Drop



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

This is one of the first Imperial weapons you will find in The Drop. The Lasgun has no secondary fire mode. It is an automatic rifle that fires fast rounds of ammunition as long as you hold down the trigger. You will quickly burn through ammo with this weapon. Because of the weapon's faster rate of fire, you can spray a large area with fire, compensating somewhat for poor aim. However, each individual hit from the Lasgun does very little damage. You'll need four or five shots from the Lasgun to take down an Imperial Guard, so it is comparable in damage to the Pulse Rifle, but it has a faster rate of fire and larger clip size.



However, at long range it is ineffective. And at very close range, switch to your higher damage weapons; it will take you too long to kill an enemy with this gun.

IMPERIAL LASPISTOL



Primary Mode: Single shot

Secondary Mode: None

Range: Short

Damage: High

Maximum Ammo: 250

Clip Size: 6 rounds

First Availability: Level 1: The Drop



This weapon is tough to use. It has a small clip and only one mode: single shot. So you'll be blazing through ammo, having to reload in the middle of firefights all the time. The key with the Laspistol is to conserve your ammunition. One shot will kill an Imperial Guard.



This weapon has a short range, so for faraway targets switch to your Tau Pulse Rifle. In terms of damage, it is far superior to either of the two other weapons you gain early on—the Tau Pulse Rifle and Imperial Lasgun—but its short range, low ammo, and very small clip size are huge drawbacks. Only use this weapon if you are an accurate shooter. A single head shot will take out most enemies in this level. The Laspistol is a real weapon of choice.

IMPERIAL SHOTGUN



Primary Mode: Single shot

Secondary Mode: Double shot

Range: Close

Damage: High

Maximum Ammo: 80

Clip Size: 8 rounds

First Availability: Level 4: The Cells



This weapon is awesome in terms of damage. If you love seeing your enemies lifted off the ground and spun in the air by a single powerful gunshot, then this is your weapon. It fires a single shot that hurts enemies directly in front of you. However, because the shot is a spread that disperses, it is fairly inaccurate against enemies at even medium range, and you need to line up a direct shot for maximum effect. But up close, it can kill a Storm Trooper in one shot.



Even better, it has a secondary shot that can kill a Storm Trooper Sergeant in one hit, or take down multiple enemies at once. The secondary shot is a double shot that fires two Shotgun shells in rapid succession, delivering tremendous damage in one blow. It's twice the fun and twice the carnage.

WEAPONS AND ITEMS

The Shotgun won't be your everyday weapon, though, because it has a very small clip size, meaning you have to reload often. To make matters worse, when reloading you replace each round in your clip one at a time. So in a fire-fight, you'll usually use up one full clip, then have to switch to another weapon, because if you spend time reloading, you'll be weaponless for many precious seconds. It also has a slow rate of fire.



THE SHOTGUN IS BEST AGAINST SINGLE ENEMIES OR IN TIGHT SPACES.

If you are wandering down hallways where you confront only one or two enemies at a time, then the Shotgun is ideal. But if you are being swarmed by enemies all around you, such as in an arena-type level with enemies close and far away, switch to a different weapon with a bigger clip and faster rate of fire.

The Shotgun is an ideal secondary weapon to pair with a Tau Pulse Carbine, as it can be a heavier alternative when facing stronger single enemies. This weapon first becomes available on Level 4: The Cells.

NOTE



THE SHOTGUN, WHILE POWERFUL, IS WEAK AGAINST THE HEAVILY ARMORED SPACE MARINE. AGAINST THIS ENEMY, EXPLOSIVE WEAPONS, LIKE THE BOLTER, ARE MORE USEFUL THAN THE SHOTGUN.

IMPERIAL SNIPER RIFLE



Primary Mode: Single shot

Secondary Mode: Zoom

Range: Long

Damage: Very high

Maximum Ammo: 250

Clip Size: 10 rounds

First Availability: Level 3: Watch Towers



The Sniper Rifle is the ultimate in long-range, accurate firepower. With one shot to the head you can kill an Imperial Guard, an Imperial Guard Sergeant, or a Servitor. Many of the weaker enemies are vulnerable to a single well-placed Sniper Rifle shot. However, its very small clip size and its slow rate of fire prevent you from using this weapon exclusively. The time between shots is quite long, so in battles with multiple enemies, this weapon is something of a liability. Faster weapons, like the Autogun, or weapons with an area-effect shot, like the Shotgun or Bolter, are better against groups of enemies. And the small clip size means you will be reloading often, which makes you even more vulnerable during close-quarters combat.



THE SNIPER RIFLE IS A POOR CHOICE IN HEATED FIREFIGHTS LIKE THIS.

Even against enemies at medium range, by the time you are ready to fire again after your first shot, other enemies will have closed in on you. So in reality, the Sniper Rifle is best used against long-range to very long-range targets.

To use this weapon effectively against such targets, employ the secondary firing mode, which is a zoom-in function. It magnifies faraway targets, letting you make highly accurate shots from a great distance.

TIP



TO ZOOM IN EVEN FARTHER, PRESS ▲. THE DEFAULT MODE MIGHT LET YOU SEE AN ENEMY FROM FAR AWAY, BUT THE DEEPER ZOOM WILL THEN LET YOU HOME IN ON THE ENEMY'S HEAD. TO ZOOM OUT AGAIN, PRESS X.

So the Sniper Rifle is a very specialized weapon. Don't use it in normal combat. Only use it in sniper mode. And only use it to take out long-range targets. This is all it is really good for, but it is perfect and unmatched at this task, at least until the Rail Rifle becomes available.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MELTAGUN

**Primary Mode:** Stream of flame**Secondary Mode:** None**Range:** Close**Damage:** High**Maximum Ammo:** 300**Clip Size:** 300 rounds**First Availability:** Level 7: The Invaders

This is basically a flamethrower that shoots a steady stream of fire. As long as you hold down the trigger, a jet of flame extends from the gun and your ammo rapidly depletes. However, the Meltagun heats up as you keep your finger on the trigger, so after about 250 rounds, it needs to cool down for a while.

You can carry a maximum of 300 rounds in the Meltagun. Unlike with the other weapons, as you fire the weapon, your extra rounds are taken off first and then your core ammo is depleted.

Don't keep your finger on the trigger button all the time, though. Only fire when necessary, and shoot sparingly at your enemies, who will be bathed in flame and then explode. It's a gruesome death.



The Meltagun has very poor range and can only hit enemies that are very close to you. It's thus like the Shotgun: a high-damage alternative, but not meant to be your main gun. However, unlike the Shotgun, it can take down many enemies surrounding you, as all you have to do is spin around while holding down the trigger button to cover every enemy around you in flames.

TIP



LIKE THE TAU BURST CANNON, THIS WEAPON IS GREAT AT PUTTING ENEMIES ON THEIR HEELS. IT CAN KEEP UP SUCH A STEADY, UNINTERRUPTED DOSE OF DAMAGE THAT ENEMIES CANNOT RESPOND TO YOU. WHEN OPPONENTS ARE HURT, THEY ARE STUNNED FOR A BRIEF PERIOD. SO IF YOU KEEP VERY TOUGH FOES, LIKE SPACE MARINES, UNDER A STEADY MELTAGUN BARRAGE, THEY WILL KEEP STUTTERING AND WILL SHOOT MUCH LESS OFTEN AT YOU, IF AT ALL.

During the portion of the game when the Meltagun first becomes available, you must choose between the Shotgun and the Meltagun. The Shotgun is more immediate, but the Meltagun can do a lot more damage over a longer period of time, since there is no cooldown between shots and you have more ammo for it than for the Shotgun. But don't be deceived by the seemingly large clip size. You'll burn through your 300-round ammo clip rapidly if you use this weapon often.

Use it mostly for taking out heavy enemies, such as Chaos Space Marines and Obliterators, at close range, or for clearing out hordes of enemies.

PLASMA GUN

**Primary Mode:** Single shot**Secondary Mode:** Charged shot**Range:** Long**Damage:** High**Maximum Ammo:** 240**Clip Size:** 12 rounds**First Availability:** Level 10: Diversion

The Plasma Gun is like the Plasma Pistol, except stronger, faster, and with a secondary shot. It is a powerful weapon available in the middle levels. When you get it, it is among the best weapons in terms of damage output. However, it is also very slow, although not as sluggish as its weaker cousin, the plasma pistol. Use this weapon with precise aim, because if you miss, you'll be spending some time recharging. Line up your shots, taking your time. Don't rush, but don't dawdle either. It's a fine line, but you need to be accurate with this weapon.

WEAPONS AND ITEMS



The Plasma Gun can deal a lot of damage. One shot can destroy a Storm Trooper Sergeant, and just three shots will kill a Chaos Space Marine. In levels where you're facing mostly weaker enemies, like Storm Troopers and Servitors, this weapon is ideal, since it can take down most enemies in one shot.

The Plasma Gun is best at short-to-medium range, since the shot isn't instantaneous and takes time, however brief, to travel to the target. That means against swift enemies, like Chaos Raptors, it is a poor choice, since they can simply dodge the incoming plasma blast.

TIP

THE PLASMA GUN IS ALSO IDEAL FOR TAKING OUT SHIELDS. ONE HIT FROM A PLASMA WEAPON WILL ERADICATE YOUR SHIELD. YOU'LL SEE THIS HAPPENING TO YOU WHEN YOU FIGHT MARINES USING PLASMA WEAPONS.



CHARGING UP THE SECONDARY SHOT IN A PITCHED BATTLE MEANS YOU CAN'T RESPOND TO ENEMY FIRE FOR A WHILE.

Unfortunately, to use this mode effectively, you must have time to power up your weapon, which means either being unseen by any enemies or eluding enemy fire until the shot goes off. Dancing around avoiding fire does make it harder for you to aim, especially since you have to time your movement properly so you are aiming at a target when the shot goes off. But if you can duck behind cover while charging your weapon, you can then pop up, deliver a charged blast, and then duck back down to charge another one. In many cases, though, it is often too difficult to pull off a charged shot without getting seriously hurt.

Later on, when you find the Chaos Bolter and Rail Rifle, the Plasma Gun loses some of its shine. Both weapons can deal more damage in a shorter period of time. The Chaos Bolter's double shot, while much less accurate, has a very fast rate of fire. In the time it takes you to shoot two plasma blasts, you could shoot eight blasts from the Chaos Bolter. The Rail Rifle is also very accurate, but does even more damage. But for the middle levels, the Plasma Gun is very good.

PLASMA PISTOL



The Plasma Gun's secondary fire is a charged shot. You hold down the secondary fire button and a nimbus of energy coils around your weapon. After a few seconds, the charge builds up to maximum level, and it releases in a burst of energy. If you release the trigger before it is time, the charged shot dissipates, so do not release your hold on the secondary fire button once you commit to a charged shot. A charged shot will deal roughly double regular damage. One charged shot can thus kill a Space Marine.

Primary Mode: Single shot

Secondary Mode: None

Range: Close to long

Damage: High

Maximum Ammo: 120

Clip Size: 8 rounds

First Availability: Level 7: The Invaders



The Plasma Pistol does a good amount of damage and can usually take down Storm Troopers in one hit. Sergeants and tougher Storm Troopers take two hits. But a shot from the Plasma Pistol takes time to reach its target, and there is a long cooldown time in between shots that makes it a bit hard to use. You must be very accurate with this weapon because the time between shots is very long. Each clip can only hold eight rounds, so it's not advisable to use this weapon when surrounded by enemies, especially in close quarters. The cooldown time alone, regardless of the clip size, is enough to discourage use against more than one enemy at a time. It is possibly the slowest weapon in the game, except for the Missile Launcher.



The Plasma Pistol is a very useful gun when you first obtain it but far from useful on enemies that appear later in the game. This pistol is very similar to the Plasma Gun; check that entry for tips on how to use the Plasma Pistol. Note, though, that the Plasma Gun has a faster firing rate than the pistol.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

MISSILE LAUNCHER



Primary Mode: Single shot
Secondary Mode: None
Range: Medium to long
Damage: Very high
Maximum Ammo: 8
Clip Size: 1 round
First Availability: Level 15: Last Chance



The Missile Launcher is an awesome weapon. It is ponderous and deliberate, but there is no question that where this baby is fired, immense destruction will follow.



The Missile Launcher does incredible amounts of damage. It also does significant splash damage to all creatures within its sizable blast area. One direct hit will destroy a Chaos Space Marine. Three or so shots will down a Dreadnought or Obliterator. Unfortunately, you shouldn't be using this weapon against anything that can't be killed by it in one shot. That's because this weapon can only carry one round at a time; it has an effective clip size of one. Furthermore, it takes a very long time to reload. You'll be dead in that time if you're fighting Chaos Raptors, Daemons, or other enemies with weapons that have a fast firing rate. Did we forget to mention it has a long reload time? You must be good at evading fire if you want to use this weapon more than once in a battle. It is slow.

What the Missile Launcher is good for is killing groups of weaker enemies clustered together, such as Storm Troopers and slow Marines, and for killing enemies that can't see you.



The Missile Launcher is also really good as a lead-off hit, to soften up an enemy. As soon as you score a hit, switch to your primary weapon and finish your foe off.



CHAOS WEAPONS

CHAOS BOLTER



Primary Mode: Single shot
Secondary Mode: Double shot
Range: Medium to long
Damage: High
Maximum Ammo: 120
Clip Size: 20 rounds
First Availability: Level 13: No Rest for the Wicked



This weapon is more powerful than the Imperial Bolter. Chaos Space Marines leave this behind, while Imperial Space Marines drop regular Bolters. Like the Imperial Bolter, this weapon has a double-shot secondary mode. Also like the Imperial Bolter, the Chaos Bolter packs a powerful punch if it hits, but it tends to be inaccurate at range.

WEAPONS AND ITEMS



SECONDARY MODE IS FAST AND POWERFUL, BUT INACCURATE AT RANGE.

The secondary mode is especially inaccurate at long range, but at short to medium range, it is deadly. The double shot is actually faster than the primary single shot, so you can spray an area with a flurry of Bolter blasts in a short time.



The other comments about the Imperial Bolter hold true here. Don't fire it at enemies that are in your face, because you'll suffer some splash damage. It can be shot at walls or floors, so that the splash damage harms enemies nearby. Against far-off enemies, you are better using the Rail Rifle, but at medium range and against lots of enemies, the Chaos Bolter is ideal.

TIP



THE DOUBLE SHOT IS THE BEST WAY TO USE THIS WEAPON. IT FIRES TWO SHOTS AT A FASTER RATE OF FIRE THAN THE PRIMARY MODE, DOING POTENTIALLY MORE DAMAGE. IT IS A LESS ACCURATE FIRING MODE, BUT AT CLOSE-TO-MEDIUM RANGE, IT IS HIGHLY RECOMMENDED. AND YOU CAN SPRAY AN AREA WITH BOLTER BLASTS, THROWING A HUGE BLANKET OF SMOOTHERING FIRE OVER A GROUP OF ENEMIES.

Unlike the Imperial Bolter, the Chaos Bolter holds more rounds in its clip: 20 to the Imperial Bolter's 16. It's a modest bump, but not insignificant when fighting in a heated battle.

MISCELLANEOUS ITEMS

GRENADES

Usage: Thrown explosive

Maximum Load: 8

First Availability: Level 1: The Drop

Grenades are your most powerful weapon in the early game, one that can clear out a group of enemies in one hit. You can only throw it a short distance, but if it hits a target, it explodes in a brilliant fireball. The blast is enough to kill an Imperial Guard or an Imperial Sergeant. And just two grenades can kill a Marine. If your grenade misses its mark, it will bounce around until it settles on the ground and will detonate after a brief duration. Grenades are most effective if you can hit your target directly.

You can only hold eight grenades at a time, so conserve them and use them wisely. They are very useful in the early levels when your guns are relatively weak. But even in later levels, when you wield Rail Rifles and Bolters, a well-tossed grenade can still come in handy. Grenades are best reserved for tough and heavy enemies, like Marines or Obliterators.



MEDIKIT

Usage: Health replenishment

Maximum Load: N/A

First Availability: Level 1: The Drop



GREEN MEDIKIT



RED MEDIKIT

There are two types of medikits; both do the same thing. They replenish your health. The green medikit restores 25 percent of your life, while the red medikit restores 75 percent. They are placed throughout all the levels and are always useful for restoring lost health. Remember the locations of medikits you find. You never know when you might need to return to use them.



FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

CHARACTERS

The history of the Imperium and Tau is being shaped by several important figures. Some are your enemies, while others are beloved mentors. Knowing your foes makes you better prepared to face them, while knowing your friends makes you appreciate what is truly at stake in this costly war.

COMMANDER LUSHA



Commander Lusha is a proud warrior and a battle-hardened leader of the Fire Caste. He has been chosen to spearhead the operation to rescue Ko'vash.

ETHEREAL KO'VASH



The Ethereals are the leaders of the Tau people, guiding them with thoughtfulness and intelligence. As revered members of Tau society, they are marked for persecution by the dreaded Imperium. The kidnapping of Ko'vash prompts the Tau to wage war against the Imperials.

ADMIRAL CONSTANTINE



The Admiral of the Imperium fleet attacking the Tau, and the commander of the Imperial flagship, *Enduring Blade*, Admiral Constantine is a haughty and confident man.

GOVERNOR SEVERUS



Ambitious Interplanetary Governor Severus has been a vocal proponent of war against the Tau.

CAPTAIN ARDIAS



Captain Ardias is the respected commander of the Arsenal, Third Company, UltraMarines. Unlike Severus and Constantine, Ardias believes that greater dangers are arrayed against the Imperium than the Tau, but he is a loyal soldier whose first duty is to the Empire.

IMPERIUM ENEMIES
IMPERIAL GUARD

Faction: Imperium
Type: Light infantry
Armor: Very light
Attack: Weak
Weapons: Lasgun, Laspistol, Sniper Rifle, Shotgun, Autogun
Vulnerable to: Laspistol, Shotgun, Sniper Rifle

First Encountered: Level 1: The Drop

The very first enemy you face is the common Imperial Guard. These grunts are the rank and file of the Imperial army. Almost too numerous to count, they are little more than gun-toting cannon fodder.

IMPERIAL GUARD SERGEANT



CHARACTERS

Faction: Imperium
Type: Infantry commander
Armor: Light
Attack: Average
Weapons: Laspistol, Chainsword
Vulnerable to: Grenades, Laspistol, Shotgun, Sniper Rifle

First Encountered: Level 1: The Drop
The Imperial Guard Sergeant can be found with large groups of Imperial Guardsmen and guarding access to important doorways. A cut above their common cohorts, these officers are much tougher to kill. Like the Imperial Guardsmen, the Guard Sergeants are encountered in the early levels, when the best weapon you can find is a Shotgun or Sniper Rifle. Your best bet for defeating them quickly is a grenade.

SERVØ SKULL



Faction: Imperium
Type: Hovering defense
Armor: Very light
Attack: Weak
Favored Weapon: Las Blast
Vulnerable to: Autogun, Carbine, Plasma Pistol
First Encountered: Level 8: System Shutdown

Imperium scientists have developed a more mobile version of the Sentry Gun. This weapon, which looks like a floating skull, hovers in the air and fires Pulse Blasts at foes. When it is destroyed, the Servo Skull bursts into flame, hurting any nearby creatures. Back away from a burning Servo Skull.



SENTRY GUN



Faction: Imperium
Type: Automated stationary defense
Armor: Light
Attack: Average
Favored Weapon: N/A
Vulnerable to: Laspistol
First Encountered: Level 1: The Drop

The Sentry Gun is an automated gun that Guardsmen rooms and entrances. It packs a powerful punch and is hard to spot since it usually blends into its metallic surroundings. It has roughly the same attack power as an Imperial Laspistol.

STORM TROOPER



Faction: Imperium
Type: Elite infantry
Armor: Light to medium
Attack: Average to strong
Weapons: Autogun, Lasgun, Shotgun, Laspistol, Sniper Rifle
Vulnerable to: Plasma Pistol, Shotgun, Plasma Gun
First Encountered: Level 6: Unwelcome Guests

You first encounter Imperial Storm Troopers when they board your Tau ship. They are elite infantry, a definite step up from the lowly Imperial Guardsmen you have been facing. Storm Troopers adopt much the same tactics as Imperial Guardsmen, crouching and moving little. They rely on sheer numbers to defeat you, but because of their greater endurance and better weaponry, they are much harder to defeat.

ELITE STORM TROOPERS

Storm Troopers on level 10 and higher are tougher than their counterparts from levels 6–9. They can take a little more punishment than their fellows. The same tactics and information apply, but you'll probably have to shoot them one more time than usual to kill these elite Troopers. In essence, at level 10 and beyond, every Storm Trooper is a red Trooper, even if they don't look like it.

STORM TROOPER SERGEANT



Faction: Imperium
Type: Elite commander
Armor: Medium
Attack: Average
Weapons: Laspistol, Plasma Pistol, Chainsword
Vulnerable to: Plasma pistol, Plasma Gun, grenades
First Encountered: Level 6: Unwelcome Guests
Storm Trooper Sergeants are to Storm Troopers what Imperial Guard Sergeants are to Imperial Guardsmen. These enemies are tougher than their followers, and much deadlier.

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

IMPERIAL SERVITOR



Faction: Imperium

Type: Light infantry

Armor: Very light

Attack: Strong

Weapons: Shotgun

Vulnerable to: Plasma Pistol, Shotgun

First Encountered: Level 8: System Shutdown

Imperial Servitors look like slaves of the Imperium, but don't ignore them. Despite their fragile appearance, they have a deceptive strength. That's because they are all outfitted with Shotguns. At close range, they can kill you with one or two shots.

SPACE MARINE



Faction: Imperium

Type: Heavy infantry

Armor: Heavy

Attack: Very strong

Weapons: Imperial Bolter, Plasma Gun

Vulnerable to: Plasma Gun, grenades, Imperial Bolter

First Encountered: Level 5: Deep Level

The Adeptus Astartes are the elite warriors of the Imperium, genetically engineered to be the perfect soldier. They are strong, fast, and relentless. They are the Imperium's greatest weapon by far in the war against the Tau. Space Marines are extremely tough because of their heavy armor and genetic engineering. They can withstand a full Autogun or pulse Carbine clip. And it takes six full Shotgun blasts to kill one Marine. Even a single grenade isn't enough to kill a Space Marine; it takes two. The best weapon against an Imperial Space Marine is a Plasma Gun. Two shots from the Plasma Gun fry a Space Marine.

SPACE MARINE SERGEANT



Faction: Imperium

Type: Heavy infantry commander

Armor: Very heavy

Attack: Very strong

Weapons: Plasma Gun, Imperial Bolter, Chainsword

Vulnerable to: Plasma gun, grenades

First Encountered: Level 9: Diversion



If Space Marines are the elite Troopers of the Imperium, then the Space Marine Sergeants are the unsurpassed commanders of the military. You can tell a Space Marine Sergeant from his cohorts by the fact that he wears no helmet. Space Marine Sergeants are more powerful and enduring than their troops, and also faster. They combine speed, power, and toughness in a deadly package. Sergeants are obviously tougher than regular Space Marines. It takes three or four grenades to kill a Space Marine Sergeant. Even with the Plasma Gun three hits are necessary to down a Space Marine Sergeant. Still, the ideal weapon to face the Space Marine Sergeant with is the Plasma Gun or a Carbine-launched grenade. But because of the Plasma Gun's slow rate of fire, constantly move and dodge.

IMPERIAL TECH-PRIEST



Faction: Imperium

Type: Weapons scientist

Armor: Heavy (shielded)

Attack: Strong

Weapons: Plasma Pistol

Vulnerable to: Meltagun

First Encountered: Level 7: Invaders

The Imperial Tech-Priests are the gatekeepers of Imperium technology. You face them when they board your ship in an attempt to gain control of it. Although bookish in appearance, they are quite adept at using Imperium weapons technology. Tech-priests do not wear armor, but they are shielded. When you shoot them, a shimmering yellow globe of energy pops up around them and protects them from attacks. When fighting Tech-Priests, avoid close-range combat. The best weapon against the Tech-Priests is the Meltagun.

CHARACTERS

CHAOS ENEMIES

DAEMON PRINCE



Faction: Chaos
Type: Demon
Armor: Super heavy
Attack: Very strong
Weapons: Claws, Chaos Energy
Vulnerable to: Missile Launcher, Plasma Gun, Rail Rifle

First Encountered: Level 17: Titanic

Chaos Daemon Princes appear to be great demonic creatures. They are large and monstrous, but also surprisingly quick. Like the Chaos Sorcerer, they can teleport, but they are much more durable than the magicians. Use high-damage weapons against it, such as Plasma Guns, Rail Rifles, and Missile Launchers.

CHAOS DREADNOUGHT



Faction: Chaos
Type: Walking weapons platform
Armor: Super heavy
Attack: Super strong
Weapons: Missile Launcher, Autocannon, grenades
Vulnerable to: Rail Rifle, Missile Launcher
First Encountered: Level 15: Last Chance

The Chaos Dreadnought is first encountered as a boss creature, but you also face it a handful of other times in later levels. It is among the most powerful enemies in the game and is equipped with three weapon arrays. It has a Missile Launcher on its left arm, an Autocannon on its right, and it also hurls grenades. At short, medium, or long range, this thing is a monstrous killer. The most vulnerable parts of the Dreadnought are its arms. Shooting its arms disables its weapons. Dreadnoughts are very slow and don't maneuver well. If it can't see you, a Dreadnought will just stay in place, spinning around looking for you. Use that to your advantage and snipe it with the Rail Rifle while hidden at long range. The best weapon against the Dreadnought is the Missile Launcher. Three hits will destroy it.

CHAOS SPACE MARINE



Faction: Chaos
Type: Heavy infantry
Armor: Very heavy
Attack: Very strong to super strong
Weapons: Chaos Bolter, Missile Launcher, Plasma Gun
Vulnerable to: Rail Rifle, Missile Launcher, grenades, Plasma Gun
First Encountered: Level 13: No Rest for the Wicked

Chaos Space Marines are corrupt versions of the Imperial Space Marine. Their armor is more archaic and almost demonic in appearance, and those caught without their helmets look somehow inhuman. As strong as the Space Marines are, the Chaos Space Marines are even stronger. The most effective weapon against the Chaos Space Marine is the Missile Launcher or Rail Rifle. With the Rail Rifle, aim for the head. If you can't get a head shot, it still only requires two shots. A single direct hit from a Missile Launcher will kill a Chaos Space Marine, but this weapon has such a slow reload time and small ammunition count.

OBLITERATOR



Faction: Chaos
Type: Heavy infantry
Armor: Very heavy
Attack: Very strong

Weapons: Plasma Gun or Missile Launcher, Autocannon
Vulnerable to: Rail Rifle, Missile Launcher
First Encountered: Level 16: City in Tatters

Chaos Obliterators are dual-weapon-wielding cyborgs that are larger and even tougher than Chaos Space Marines. They are in many ways like lighter versions of the Dreadnought. From their left hands they shoot plasma or Missiles, and from their right hands they fire an Autocannon. Ideal weapons against the Obliterator are Missile Launchers and Rail Rifles.

CHAOS RAPTOR



Faction: Chaos
Type: Fast Attack
Armor: Heavy
Attack: Strong
Weapons: Plasma Pistol, claws
Vulnerable to: Plasma Gun, Meltagun, Burst Cannon
First Encountered: Level 16: City in Tatters

FIRE WARRIOR

PRIMA'S OFFICIAL STRATEGY GUIDE

The lightning-quick Chaos Raptors are frightening creatures that look like upright birds of prey made of metal and muscle. Corrupted versions of the Raptor Space Marines, these Chaos creatures are the fastest enemies in the game. They appear out of nowhere and then run you down, closing the gap in what seems like less than a second and then letting loose with their sharp claws. The Plasma Gun is good because it shoots a big ball that can catch a Raptor, and the Meltagun and Burst Cannon work well because of their rapid rate of fire and their spray attacks.

SORCERER



Faction: Chaos
Type: Magic user
Armor: Very heavy (shielded)
Attack: Strong
Weapons: Staff
Vulnerable to: Rail Rifle, Plasma Gun
First Encountered: Level 14: Silence the Guns



Chaos Sorcerers look like corrupt Tech-Priests but are much deadlier. They employ shields like the priests, but they can teleport around the battlefield. So if you think you are safe because you ducked behind a crate, think again. The Chaos Sorcerer teleports beside or behind you. The best weapon against the Sorcerer is the Meltagun, which makes short work of it, followed by the Rail Rifle and Plasma Gun. The Rail Rifle and Plasma Gun only need to hit the Sorcerer two or three times to destroy it.

TIP

AS SOON AS THE SORCERER DISAPPEARS, SPIN AROUND. USUALLY, THEY TELEPORT RIGHT BEHIND YOU, SO TURN AROUND AND BE READY TO FIRE AS SOON AS YOU SEE IT AGAIN.

CHAOS MINOR DAEMON



Faction: Chaos
Type: Hovering Chaos creature
Armor: Light
Attack: Average
Weapons: Chaos plasma
Vulnerable to: All
First Encountered: Level 16: City in Tatters

These hovering drones are noticeable because of their evil red glow and loud noise. They look like biomechanical drones, and they fire beams of red energy that sap your shields. They aren't too maneuverable and can be killed easily by your usual complement of weapons. They appear sparingly starting in level 16 but are never a serious threat.

BOSSES

GREATER DAEMON OF TZEENTCH



Unit Type: Vulture-like Chaos demon

Weapons: Fireball, Chaos energy

Weak Spots: None

Level Encountered: Level 20: Face of Chaos

Once you have destroyed the body of Severus, he uses the convergence to transform into his Chaos form, that of a huge vulture demon. In this form, he is a massive Chaos creature. In one hand he wields a staff of power, while in the other he juggles fireballs. Stay on the top level, close to the medikits, and side-strafe him with your weapon. His two attacks are hurling fireballs from his right hand and shooting tendrils of Chaos energy with his staff in his left hand. The fireball does more damage than the Chaos energy, but the Chaos energy bypasses shields. The ideal weapon to attack the Greater Daemon of Tzeentch with is the Rail Rifle. The Missile Launcher is good as well, but the Greater Daemon of Tzeentch will outlast the maximum Missile Launcher ammo count of eight. Depending on your difficulty level, it takes 15–30 rail shots to finally destroy him. When he raises his hand and stretches his palm out to you, a fireball's coming. He also raises his staff before attacking with it, so when he does either, run.



CHARACTERS

CHAOS SPAWN



Name: Chaos Spawn

Unit Type: Chaos creature

Armament: Energy blasts, claws

Weak Spots: None

Level Encountered: Level 19:
Convergence

The Chaos Spawn is the former Admiral Constantine given a violent Chaos form. Severus has planted a seed of Chaos in Constantine, which then mutates rapidly until it transforms the Admiral into a Chaos monster. Nothing of Admiral Constantine remains in this creature. It is a mindless engine of Chaos and destruction. The Chaos Spawn has two attacks. From long range it hurls tendrils of energy. At close range, the Chaos Spawn has a claw attack that bypasses shields and shaves off a third of your maximum health. It takes at least a dozen hits from a Rail Rifle to kill it. Attack from range and use cover. Time your attacks so you are behind cover when its hurls Chaos energy, and attack only during the lull. The Chaos Spawn is very large, making it an easy target for the Rail Rifle.

SEVERUS



Name: Severus

Unit Type: Imperial Governor/Agent
of Chaos

Weapons: Plasma Gun

Weak Spots: None

Level Encountered: Level 20: Face
of Chaos

Governor Severus betrays the Imperium and reveals his true loyalty to Chaos in Level 13: No Rest for the Wicked, but you don't battle with the devil until the last level of the game. Severus has made a pact with Chaos and is trying to breed Chaos creatures. His ultimate goal is to transform himself into a being of Chaos and destroy those who stand in his way. He wields a Plasma Gun but isn't a particularly good shot. In fact, Severus doesn't appear to be trying very hard to avoid getting hit. That's because his physical death is part of his grand plan. He wants you to destroy his body so that he can transform into a great Chaos demon. You can dodge his plasma blasts easily while returning fire with your own Plasma Gun or Rail Rifle.

VALKYRIE



Name: Valkyrie

Unit Type: Gunship

Weapons: Missile Launchers,
Autocannons

Weak Spots: Engines

Level Encountered: Level 2: The Push

The Valkyrie is an impressive Imperial war machine. It is a hovering gunship armed with twin Missile Launchers and twin cannons. Its Missiles can strike targets at medium to long range, although they have a hard time hitting targets adjacent to the gunship. The ship's Autocannons aren't as potent as the Missile, but they fire so quickly that they deplete your shield and health in a matter of seconds. To destroy this aircraft you must hit the engines with your grenades and firearms.



MULTIPLAYER

Warhammer 40,000: Fire Warrior has a great single-player game, but it also offers fun multiplayer action. You can play a multiplayer game by going to the multiplayer menu in the main menu. The available connection types are split screen or online.

SPLIT SCREEN

The split screen maps are all smaller versions of their online counterparts, so review the tips from the appropriate online map.

MULTIPLAYER TIPS

Multiplayer gaming is fast, intense, and full of excitement. If you thought the campaign was great, wait till you play with other human opponents.

WEAPONS IN MULTIPLAYER

In multiplayer, your default weapon isn't a Tau weapon, but the Imperial Autogun.

INSTANTANEOUS WEAPONS ARE BETTER THAN PROJECTILES

Instantaneous weapons, like the shotgun and Rail Rifle, are better in multiplayer games. When you squeeze the trigger, the enemy player is hit right away. There is no delay between the trigger being squeezed and the bullet hitting the target.

BUT SPLASH DAMAGE RULES

It is a given that human players are constantly on the move and thus very difficult to hit. You must lead the target, be a master marksman, or use a weapon with a large splash radius. Splash damage weapons are also excellent to take into large battles. If you see two or more players duking it out in deathmatch, shoot a Missile into the midst of them. You could end up killing all of them with just one Missile.

MASTER THE RAIL RIFLE

This weapon is the ultimate firearm. The Rail Rifle is perfect for sniping, since it kills anyone with one shot to the head. But it also can gib players at shorter ranges, provided you hit them. It does the second-most damage of any weapon, behind only the Missile Launcher, and still does enough to kill a player in one shot. But unlike the Missile Launcher, it has a 10-round clip (fresh rail rifles have 5 rounds in the clip) so you can kill 10 times before reloading. One caveat is to not get too close to other players wielding Shotguns. During the cooldown between your shots, if you are at close range, either weapon can kill you before you can get off another shot.

ITEMS

CONTROL THE HEAVY WEAPONS

Know where the Rail Rifle, Missile Launcher, and Bolters are located. These are the heavy hitting weapons in the game, and inasmuch as you can take them for yourself and deny others the opportunity to use them, you will be halfway to winning the game. Make sure you are the one camping over the Rail Rifle and Missile Launcher respawn sites.

CONTROL MEDIKITS

Control the medikits and grenades. Memorize where the medikits are. These are life-savers and could turn the tide of a battle.

NOTES ON GRENADES

Don't toss grenades. Shoot them. You can launch a grenade much farther than you can throw it when you use the Tau Pulse Carbine.

TIP

IT IS MORE IMPORTANT THAN EVER IN MULTIPLAYER GAMES TO KEEP MOVING AROUND, SIDE-STRAFE, AND CIRCLE-STRAFE. WHEN MOVING IN ANY SITUATION, CONSIDER JUMPING, SO YOU ARE HARDER TO HIT. IT COULD MEAN THE DIFFERENCE BETWEEN GETTING SHOT IN THE HEAD AND SHOT IN THE ARM.

LEARN TO RUN BACKWARD

Learn how to run backwards so that you can retreat from battle and still take down anyone following you. Oftentimes, other players chasing you will just run straight after you, making them surprisingly easy to hit.

AIM FOR THE HEAD

Always target the head. As you get better, this will always be the place you aim first. It might present a smaller profile than the torso, but you'll do more damage with a head shot than a body shot.

WORK WITH YOUR TEAMMATES

Work with your team and coordinate your strategies. If you go running off without your teammates, you could end up getting jumped by the other team and have no backup. Or you might leave your teammates in a lurch. Work together.

WATCH AND LEARN

Don't be afraid to get your butt kicked by more experienced players. You only learn by playing better players. Watch others, ask for tips, keep playing, and take on better players. Always practice. Follow those rules, and eventually, new players will be asking for your advice.

MULTIPLAYER

ONLINE TIPS DIRECT FROM THE DEVELOPERS

To play online, you need a PS2 online adapter and a broadband connection. Once you select the online option, the game configures your adapter and gets online. You can then create a game and have others join, or you can join another game.

The maps available in online are different than those offered in split-screen mode. There are 12 maps to choose from online. The game types allowed are deathmatch, team deathmatch, and capture the flag.

TIPS FROM KUJU

- When you swap a weapon do not remain on the spot as your old weapon will quickly detonate and you can be killed in the explosion.
- Never forget that the Missile Launcher and the Imperial Bolter cause large amounts of splash damage, therefore aiming for the ground near your opponent can be very effective.
- Always keep an eye on your weapon's ammo and reload whenever it is safe to do so.
- Avoid staying in one part of the map for too long. Respawned enemies will remember where you last were.
- When using the Sniper or Rail Rifle try to find somewhere inconspicuous because you will be vulnerable to enemies whilst in scope mode.
- Using explosive weapons at close quarters may kill you as well as your enemy negating any point you may score.
- Don't forget to taunt your enemy in online games. Taunting may enrage your foe causing them to make rash decisions and silly mistakes. Additionally, the taunt menu can be used to issue simple commands to your team.
- In Capture the Flag matches, if you return to base with the enemy team's flag and your own flag is missing, try to hide somewhere while your teammates attempt to retrieve your flag.
- In Capture the Flag matches, attacking is not always the best option. Splitting your team between attacking and defending can increase your chances of scoring highly.
- When creating the game, remember to use an appropriate score and time limit.

WEAPONS IN MULTIPLAYER

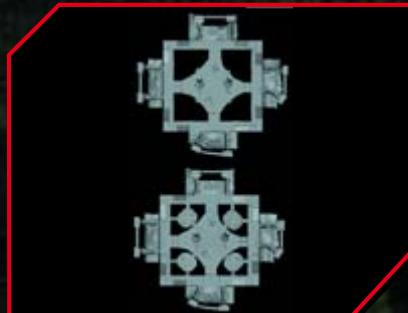
The following weapons act differently in multiplayer than they do in the single-player game.

- Imperial Autogun: The standard weapon that you will always spawn with. High rate of fire but relatively low damage.
- Imperial Lasgun: The weakest weapon, however it's a great backup and it's good for humiliating your enemy.
- Tau Pulse Carbine: A rapid-fire weapon, which has the added bonus of being a devastatingly-accurate grenade launcher.
- Imperial Shotgun: Despite being inaccurate at long ranges, close up, this weapon is unmatched in its stopping power.
- Imperial Bolter: Highly inaccurate but can dispatch enemies with ease.
- Imperial Missile Launcher: An extremely destructive weapon with the ability to take out multiple enemies with a single shot.
- Imperial Sniper Rifle: Great for covert attacks, the scope mode allows accurate targeting and maintains the secrecy of your position.
- Tau Rail Rifle: A one-shot kill weapon with scope mode. Although more powerful than the Sniper Rifle, its trail will reveal your location.
- Grenades: Useful backup weapon for when you are running low on ammo or are surrounded by numerous opponents. Excellent when launched using the Tau Pulse Carbine.

ONLINE MAP TIPS

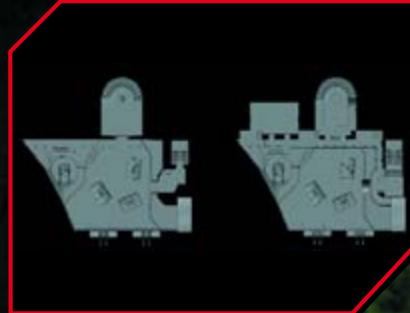
Kuju has provided tips specific to each of the levels in the multiplayer game.

DIVIDED (DEATHMATCH)



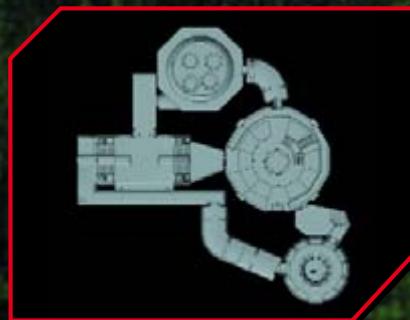
- The crossed walkways section in the center of the map is home to the most powerful weapons, but this area leaves you open to attack.
- When starting in the trench sections, stock up on any grenades that may be lying around.
- Sniping from the outer walkways is an excellent way of increasing your kill count, but will leave you exposed and vulnerable.

ASSAULT (DEATHMATCH)



- Missile Launchers are abundant in this map and they are a great way of racking up a great kill count. Firing across the map is both satisfying and looks awesome.
- Raised sections of the map are useful for sniping across the map and onto the deck below.
- If confronted on an upper walkway by an opponent with a powerful weapon, don't be afraid to jump down to the deck below. You will sustain some damage from falling but at least you will escape.

INTERVENTION (DEATHMATCH)

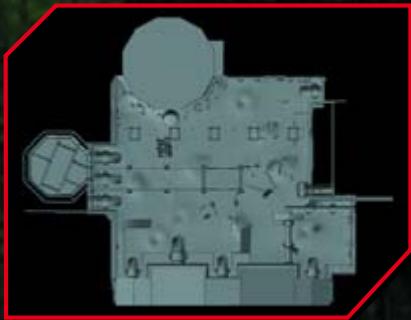


- You can find the Rail Rifle hidden under the stairs in the library.
- Be careful when jumping on the series of hovering platforms. It is easy to miscalculate and plummet to your death.
- Going to either end of the upper balcony of the library provides you with a relatively secure position from which to target enemies.

FIRE WARRIOR

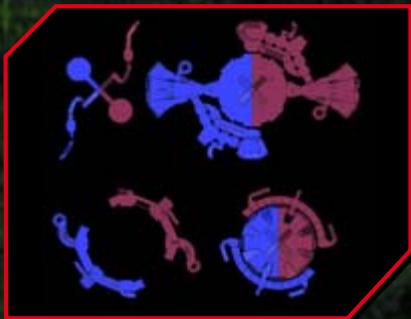
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REDEMPTION (DEATHMATCH)



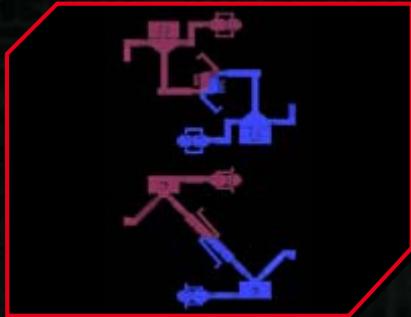
- Always stay on the move, as delaying for even a second can cause your demise.
- The pipes located near one of the two upper walkway ramps can be reached with a well-timed jump. This is an excellent sniping spot.
- Due to the compacted nature of the map, you often find groups of fighting enemies together. A well placed missile or grenade will see you on the road to victory.

PRISONERS (CAPTURE THE FLAG/TEAM DEATHMATCH)



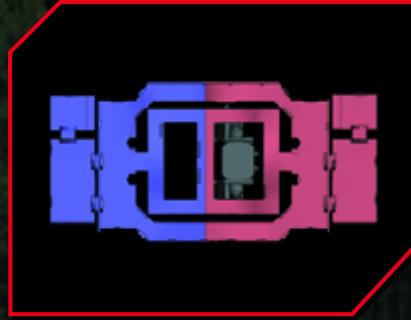
- The windows overlooking the courtyard are an excellent place to defend your base from your enemies.
- The small tunnel opposite the flag location is a great place to hide and defend your flag.
- You can jump from each window to escape your enemy's base. This will cause massive damage, but with full health prior to jumping, you can survive.

OPPRESSION (CAPTURE THE FLAG/TEAM DEATHMATCH)



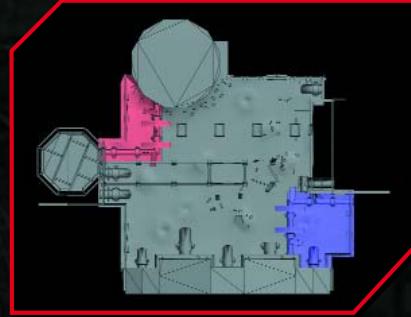
- When you capture the enemy's flag, to escape quickly, jump over the balcony to the floor below.
- At the start of the game, run for the missile launcher in the center of the map—it is the only one in the level and in expert hands can mean a minimum of two guaranteed kills!
- Multiple ways out from your base also means multiple ways in, so don't forget to watch all entrances.

DECEPTION (CAPTURE THE FLAG/TEAM DEATHMATCH)



- There are some excellent sniping positions on the Titan war machine in the center of the map. Good spots include either of his arms or his lower back.
- It is all too easy to fall off of the walkways under the Titan. Try to avoid engaging too many opponents in these areas unless you are steady on your feet.
- Make the most of the fact that the bases are easy to protect by positioning yourself so that you can cover both entryways at once.

BALLISTIC (CAPTURE THE FLAG/TEAM DEATHMATCH)



- The little nooks and crannies around the edges of the map are excellent places from which to snipe.
- Although the map is quite confined, there is a lot of cover—make sure to make use of it when you are crossing the map.
- As the bases are very close together, there can be a lot of captures in a small space of time. To minimize the loss of your flag, ensure there is a strong defense.

